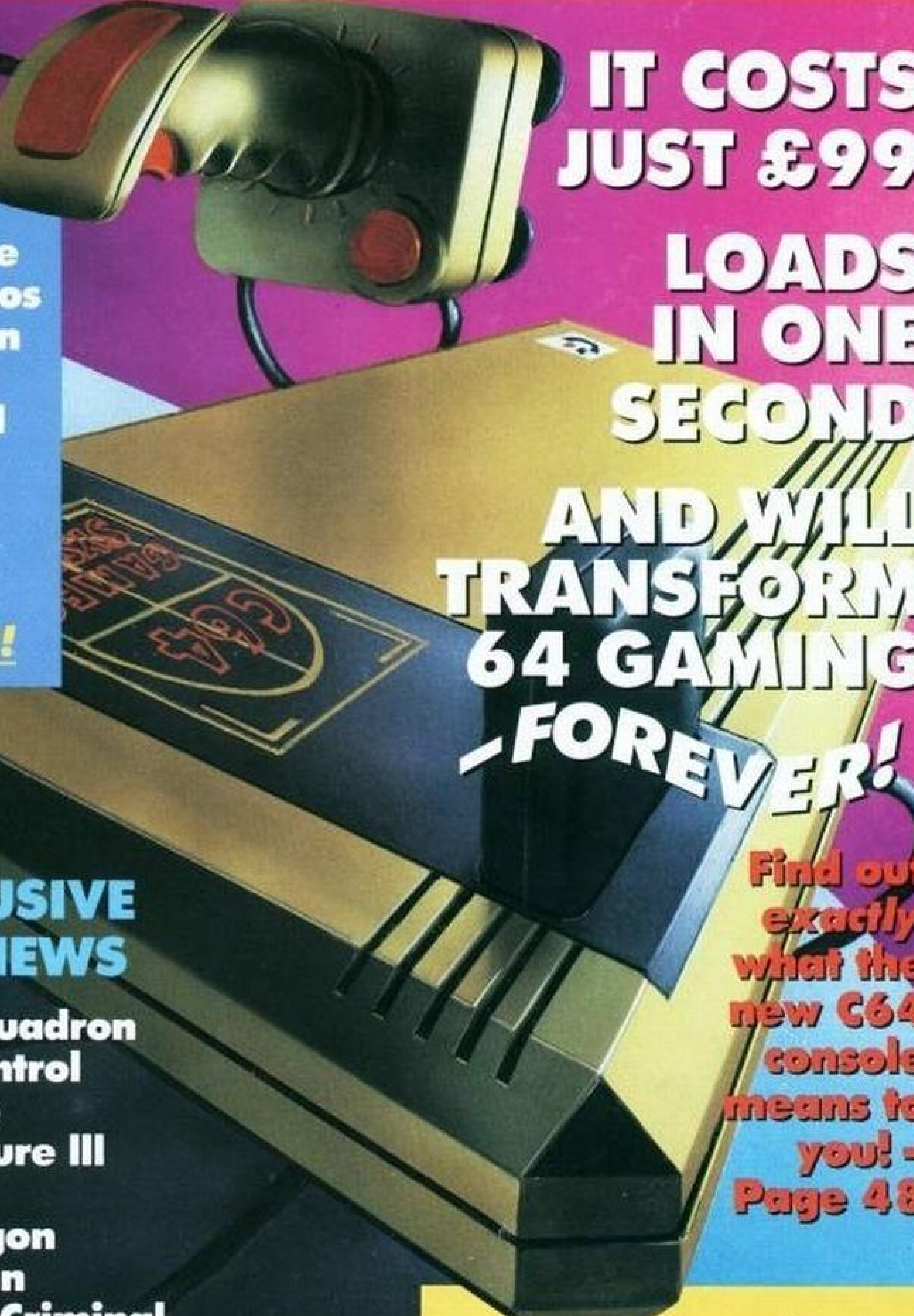
NEW!

TWO 64 CO ON!

OCTOBER 1990
£1.95
1

GOT A 64? ★ THEN GET THIS!

Commodore FORMAT



IT COSTS JUST £99

LOADS IN ONE SECOND

AND WILL TRANSFORM 64 GAMING –FOREVER!

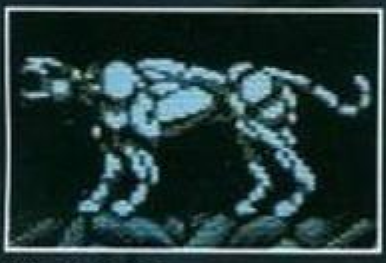
Find out exactly what the new C64 console means to you! – Page 48

MORE 64 REVIEWS THAN ANY OTHER MAG!

CHECK OUT:
- Time Machine
- Lords Of Chaos
- Monty Python
- Back To The Future part II
- Subbuteo
- Deliverance
- Atomix
- Iron Lord

... PLUS TONS MORE!

U.N. Squadron



St. Dragon

Orcus

EXCLUSIVE PREVIEWS

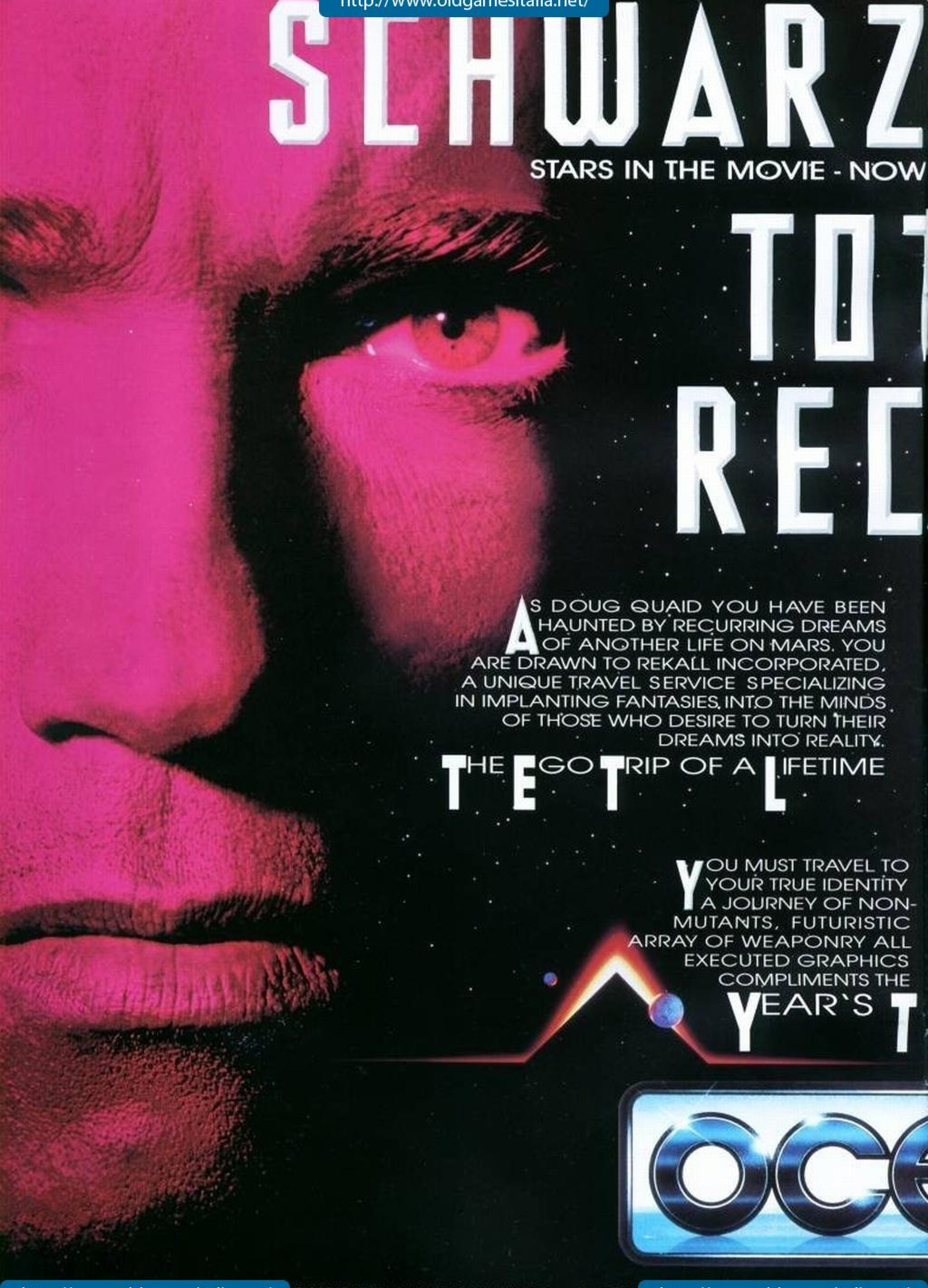
- U.N. Squadron
- Star Control
- Back To The Future III
- SWIV
- St. Dragon
- Iron man
- Special Criminal Investigation
- Loopz
- Orcus

AND MORE!!

CDTV

just what the heck is it anyway?

OY! WHERE'S MY CARD AND CASSETTE? DON'T ASK ME – ASK YOUR NEWSAGENT!



SCHWARZ

STARS IN THE MOVIE - NOW

TOT

REC

AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE EGO TRIP OF A LIFETIME

YOU MUST TRAVEL TO YOUR TRUE IDENTITY A JOURNEY OF NON-MUTANTS, FUTURISTIC ARRAY OF WEAPONRY ALL EXECUTED GRAPHICS COMPLIMENTS THE

YEAR'S T

OCE

AN SOFTWARE LIMITED · 6 CE

ENEGGER
YOU STAR IN THE GAME...
TAL
ALL

EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -

YOU'RE ME

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
OP MOVIE

ean

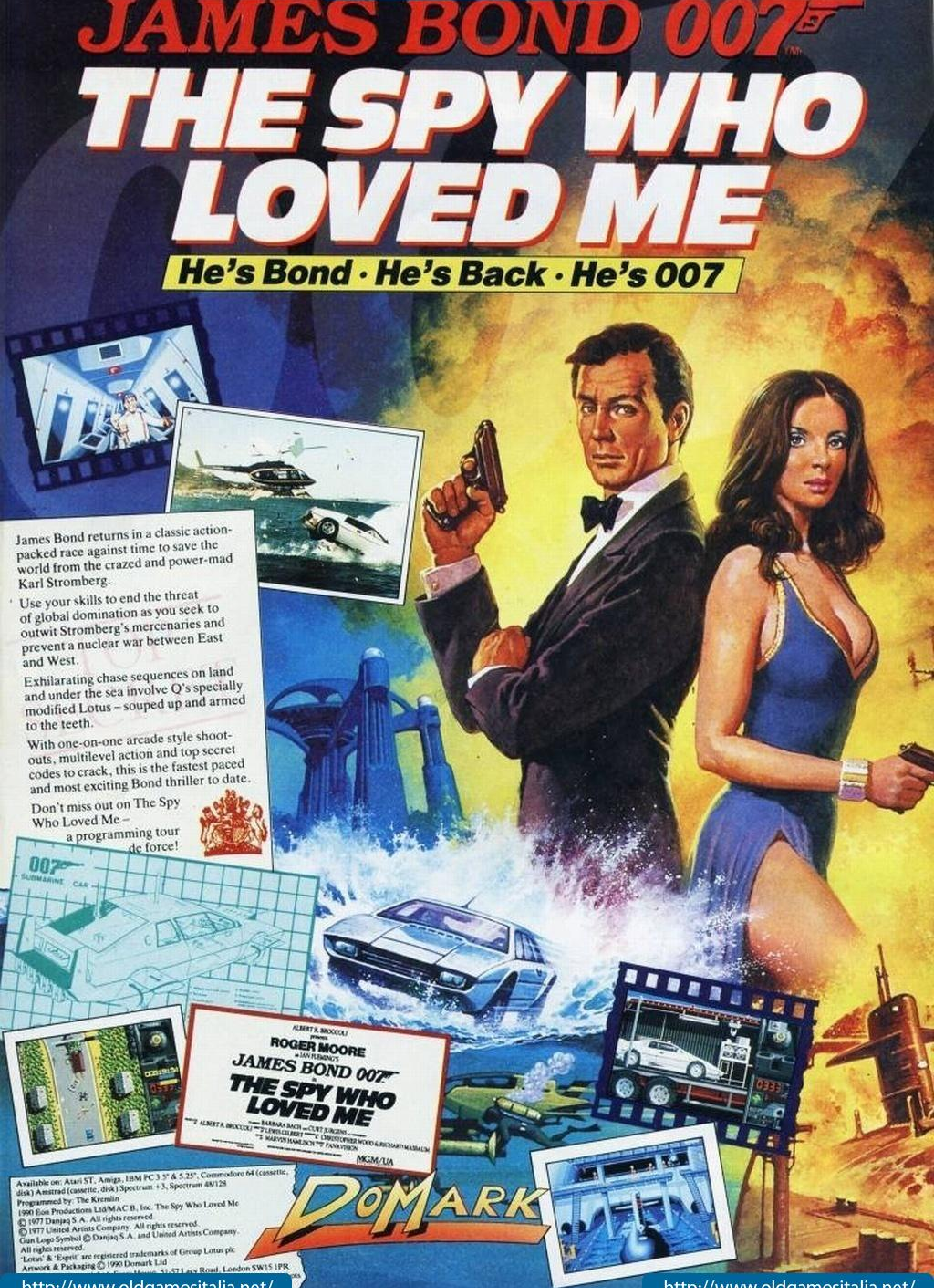
©1989 CAROLCO PICTURES, INC.

ESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834

JAMES BOND 007

THE SPY WHO LOVED ME

He's Bond · He's Back · He's 007


007
SUBMARINE CAR
ALBERT R. BROCCOLI presents
ROGER MOORE
as IAN FLEMING'S
JAMES BOND 007
in
THE SPY WHO LOVED ME
BARBARA BACH
CURT JURGENS
ALBERT R. BROCCOLI
LEWIS GILBERT
CHRISTOPHER WOOD & RICHARD MAIBAUM
MARVIN HAMLISCH
PANAVISION
MGM/UA
DOMARK

James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.

Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.

Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.

With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.

Don't miss out on The Spy Who Loved Me – a programming tour de force!

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin

1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
© 1977 Danjaq S.A. All rights reserved.
© 1977 United Artists Company. All rights reserved.
Gun Logo Symbol © Danjaq S.A. and United Artists Company.
All rights reserved.
'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc
Artwork & Packaging © 1990 Domark Ltd

51-57 Lacy Road, London SW15 1PR

YOU'VE GOT THE COMPUTER, YOU'VE GOT THE JOYSTICK, YOU'VE GOT THE GAMES...

NOW GET THIS!

NETWORK 64 6

New releases, companies going bust, the charts, gossip, scandal and rumour. Oh, it's all here, missus!

10 CF TAPE 1

It's the baddest, it's the raddest and it's - er... Every*thang* you ever wanted to know about your cover cassette but were too terrified to ask...

GIMMEE CDTV 16

CF takes a closer look at Commodore's mind-blowing CD ROM Amiga gadget and what it can do

GAMEBUSTERS 39
Eight pages of mega tips, POKEs and maps. Die Hard, Super Wonderboy, Castle Master and Tau Ceti all get the treatment

21 READERS' LETTERS
comments and assorted pieces of strange of information, all rounded up and herded into a couple of pages

29 KEYBOARD TO CODE
Martin Walker explains the process of making sounds on the 64

WICKED! 48

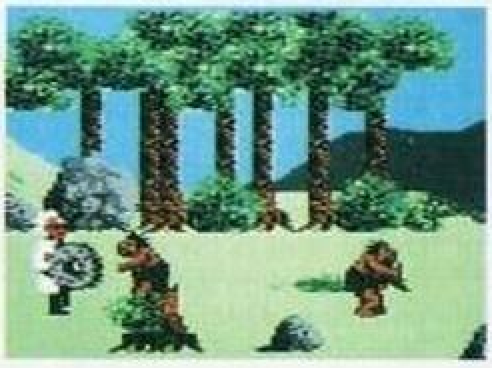
The C64GS, Commodore's new cartridge-only C64. Is it fab or

WIN A SONY VIDEO + VIDS! – page 76

LAUNCH OFFERS! 53
Subscribe to *CF* and get 13 issues for the price of 12, PLUS a free gift worth a tenner! Get the mag with the most – but get it delivered!

INSIDE INFORMATION 60
Info for people who like to get their hands dirty in the guts of their machine (erk)

Time Machine is this month's top scorer with a corking 91%



55 THE GAUNTLET

The head-to-head where the winner stays on... and the loser gets shot (er...? – Ed)

69 ROGER FRAMES. The lad with the tight fist plays the cheapies (We aren't paying him are we?)

WIN A C64 GAMES SYSTEM! – page 62

GET TALKING! 77
You don't just have to speak to people over the telephone, you know. Get plugged in, get on the network and get talking!

88 THE DIRTY DOZEN! *CF*'s dirt cheap mail order section with amazing deals on some very special items!

96 EARLY WARNING!

The *CF* radar tracks those incoming games. Wallets on alert!

Commodore Format *Commodore Format* is finely hand crafted by the same company that brings you Amiga Format, ST Format, Your Sinclair, Amstrad Action, S – The Sega Mag, New Computer Express, PC Plus, 8000 Plus, Mac Publishing, Classic CD and that's about it – for the time being...

Future Publishing

1

REVIEWS

Full Price games played into the ground this issue

26 ATOMIX
Thalion
90 BACK TO THE FUTURE II
Mirrorsoft
82 DELIVERANCE
Hewson
35 DRAGONS OF FLAME
US Gold
84 IRON LORD
Ubi Soft
74 LORDS OF CHAOS
Bladesoft
66 MEAN STREETS
US Gold
18 MONTY PYTHON
Virgin
81 MURDER
US Gold
36 PUFFY'S SAGA
Ubi Soft
86 SATAN
Dinamic
34 SKATE WARS
Ubi Soft
27 SUBBUTEO
Goliath/Electronic Zoo
14 TIME MACHINE
Activision

The lad with the lenses checks out these Budget games

71 KAMIKAZE
Codemasters
70 SPAGHETTI WESTERN SIM
Zeppelin
71 T-BIRD
Virgin Mastertronic
70 TILT
Code Masters

1 OCTOBER 1990

EDITOR Steve Jarratt
ART EDITOR Trevor Gilham
DEPUTY EDITOR Sean Masterson
STAFF WRITER Andrew Dyer
DESIGNER Lam Tang
TECHNICAL EDITOR Paul Lyons
CONTRIBUTORS Jim Blackler, Kati Hamza, Gordon Houghton, Damien Noonan, Keith Pomfret, Andrew Roberts, Phil South, Martin Walker
ADVERTISING MANAGER Mark Salmon
AD PRODUCTION Melissa Parkinson
CIRCULATION DIRECTOR Sue Hartley
ASSISTANT PUBLISHER Jane Richardson
PUBLISHER Greg Ingham
PHOTOGRAPHY Ashton James, Paul Cox
COLOUR REPRO Avon Scanning & Planning, Brislington, Bristol
PRINTERS Redwood Press Ltd, Wilts
News Trade Distribution UK & World Wide MMC Ltd – 0483 211222

EDITORIAL/ADVERTISING
30 Monmouth Street, Bath, Avon BA1 2BW.
Tel: 0225 442244 FAX: 0225 446019
SUBSCRIPTIONS//MAIL ORDER
The Old Barn, Somerton, Somerset TA11 7PY.
Tel: 0458 74011

HELLO OUT THERE

Fugitives from justice: the *CF* team disguised as formation dancers: in the front line are Trevor Gillham (left) and Sean Masterson (right); background boggie-ers are Andy Dyer (left) and Lam Tang (right), wide armed and at the back, troupe leader Steve Jarratt – hup, two, three, four

And welcome to Britain's brightest and definitely newest C64 magazine, dedicated to bringing you the most detailed, colourful and informative news, reviews and tips for the C64 and Games System. Every month there'll be more C64 reviews than in any other mag. And they'll be written by experts who'll help you live the games – not simply look at them.

We will be keeping you informed about interesting developments from Commodore – such as an in-depth look at their new CDTV machine, this issue – and there'll be the occasional update on the Amiga scene. But as far as reviews go, this is definitely an Amiga-free zone.

You've probably noticed the tape too. This is gonna be crammed full of damn good software each month – full playable games and demos. Just in case console owners feel left out, we've also negotiated special money-off vouchers for cartridge games. (But as you don't have to own a console to use a cart, so everybody benefits!) But we're not just a games mag (even though that's a pretty good start): there's enough room to cover art and music, hardware utilities, comms, PD software and anything else we can think of – or you tell us!

Have a good read, enjoy the mag and then whizz over to the questionnaire on page 80 and let us know what you think. It'll help us make *Commodore Format* better – and you stand a chance of winning some snazzy *CF* goodies. All for the measly price of a stamp!

THE TEAM

STEVE JARRATT (editor): This ageing old hack worked on ZZAP!64 (before it went all Amigaish), Commodore User (before it dumped the C64 altogether) and has offered his vast game playing experience to a host of magazines (most of whom told him to go away).

SEAN MASTERSON (deputy editor): Another ageing hack who goes a long way back to the early days of ZZAP! (before Steve J came along) and has spent the last few years of his life as the editor of the RPG mag White Dwarf (which is apt 'cos he's pale and small).

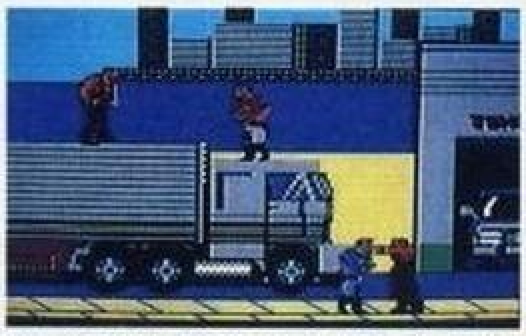
ANDREW DYER (deputy deputy editor): A game player of many years' experience, Andy is going to be handling a lot of the reviews, and is taking charge of the tips section. So he's the man to blame if the POKEs don't work properly.

TREVOR GILHAM (art editor): Trev's a real hard man when it comes to putting words and piccies together on a page. *Commodore Format* wouldn't look half as sexy if Trev... well... didn't have any arms, f'rinstance.

LAM TANG (art assistant): Another arty-type, but Lam's also into computer games in a big way. He also drinks a lot and studies Judo. So that's the last time he gets invited down the pub...

● Sega's recent coin-op hits *ESWAT* and *Line Of Fire* are the latest targets for a dose of conversionitis. US Gold are, at this moment, busy coding away for December releases of both coin-op games. *ESWAT* is a Robocop meets Shinobi sort of game, with lots of walking around and a fair bit of bashing, shooting, flame-throwing and bombing thrown in for good measure. Power-ups a-plenty and manic close combat are on their way to a 64 near you, very soon.

Line Of Fire is a stunning first-person perspective combat game. Sega's mega sprite-shifting routines are used to throw the player into the utter chaos of jungle warfare. How this will convert to the 64 is anybody's guess. Stay tuned, coin-op feeders...



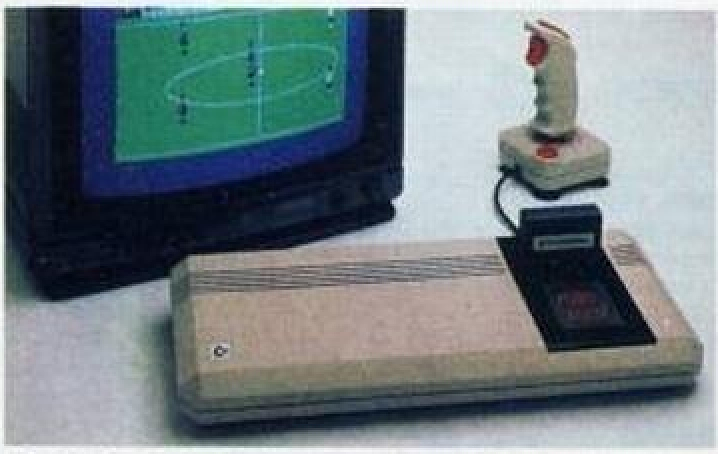
Some EWSAT undesirables fight over a forty-tonner

NW 64

COMMODORE GO FOR 64 CONSOLE

Unless you picked up and opened this mag with your eyes shut, you should by now have realised that Commodore's new C64GS console is on its way – bringing complete compatibility with the old C64 and up to half a megabyte of games on every cartridge. The C64GS will set you back a walk to the shops and £99. Cartridge games are expected to cost in the region of £20 a throw but they should offer considerably more than their disk or cassette based equivalents. You get one cartridge with the system which has four games: *Klax, International Soccer, Fiendish Freddy's Big Top O'Fun* and *Flimbo's Quest*.

There's already another cartridge in production, in the shape of *Shadow Of The Beast* from Ocean. This is the very first cart-only game (Ocean reckon the game simply would not work on tape or disk!) and it's on special offer in our mail order section on page 88. Read more about the console on page 48 and enter the competition to win one on page 53.



A new look and a new lease of life for the most successful games machine in history – would you like one for free?

You'll read the best news in COMMODORE FORMAT 1, October 1990

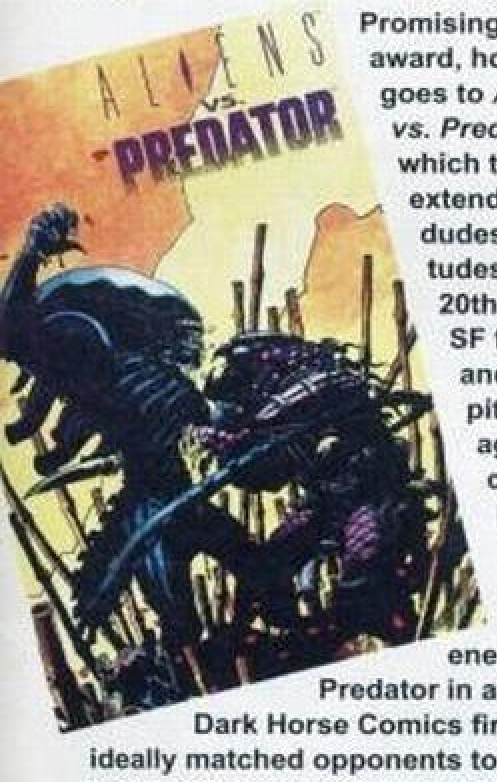
ACTIVISION HACK

Activision, one of the oldest names in the computer games business is reducing its UK base from a full blown programming, licensing and marketing division to a two-person operation from next year.

Nevertheless, Activision releases continue unabated. *Time Machine* is reviewed elsewhere in this issue and forthcoming titles include two great coin-op conversions. *Dragon Breed*, converted from the IREM arcade game, is a six-level horizontal shoot 'em up in which you ride the back of an invincible dragon. *Atomic Robokid* is an eight-directional scrolling shoot 'em up with 21 levels of parallax scrolling death 'n' destruction courtesy of arcade newcomers UPL. Both games will cost the usual £14.99 on disk and £9.99 on cassette.

The 'Most Promising Game' award, however, goes to *Aliens vs. Predator*, which takes the extendibly-jawed dudes with attitudes from the 20th Century Fox SF films Alien and Aliens and pitches them against the chameleon-like psychos from the Arnold Schwarzenegger movie Predator in all out war.

Dark Horse Comics first flung the ideally matched opponents together in their mega successful comic series of the same name. Watch this space.



From film to comic to computer game – and back to film?

HAPPY BIRTHDAY, BUCK!

Buck Rogers is seventy-two this year. But if you think that puts him out of the superhero age range *D&D* publishers TSR and US Gold would disagree. They're working together (just as they did with computer *D&D* games) to bring out a whole range of 25th Century games and books.

We'll be looking at the computer game in issue 2 but TSR's *Battle for the 25th Century* boardgame has already been out for quite a while. It's been followed more recently by the *XXVc* role-playing game. The game contains three brilliantly illustrated rulebooks, dozens of full colour counters, space ships, character cards and maps of planets, two double-sided full colour maps showing the orbits of the inner planets, deck plans for all the space ships and loads of outer space-type delights.

Wouldn'tcha just love a copy? Okay then. We've got six of them floating in our zero-gravity *Buck Rogers* department, courtesy of US Gold. We'll give 'em away to anybody who asks...

...so long as they can answer the following question correctly:

What is a Quasar?

a) A cheesy flavoured corn snack which is more fun to suck than nibble.

b) A cheesy flavoured corn circle in Wiltshire which is more fun to visit than to explain.

c) An unusually bright galaxy hiding at the furthest point in the known Universe in order to avoid the poll tax.

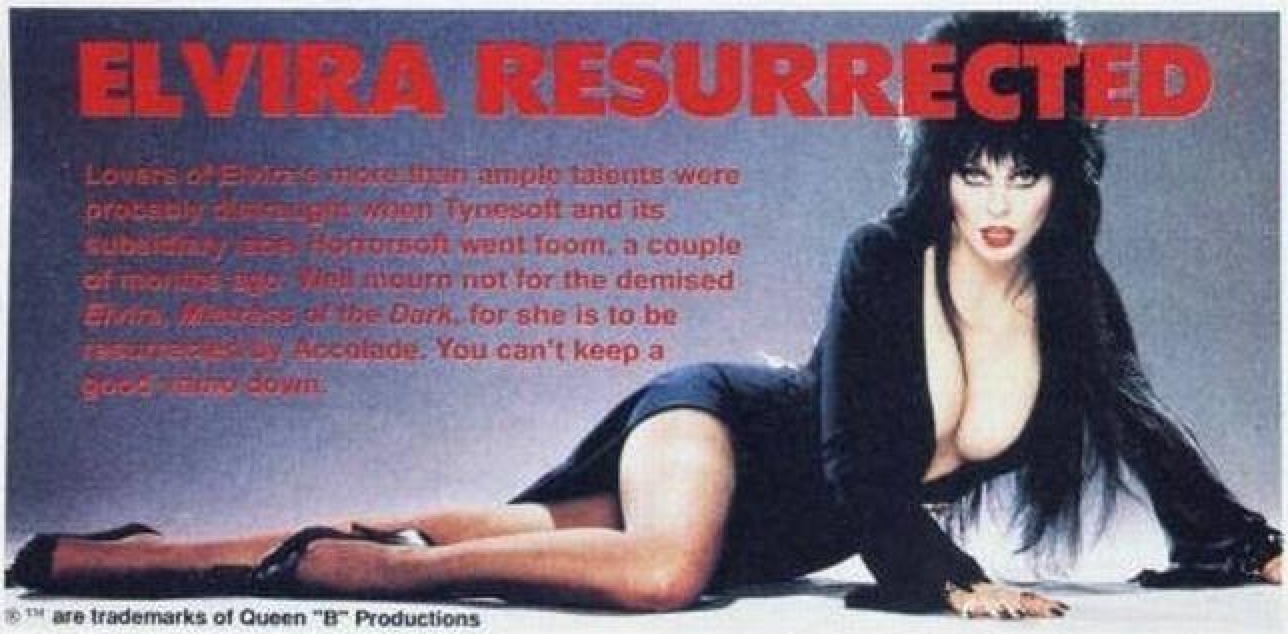
Slap the answer you think stands a snowball's chance in Hell of being right onto the back of a postcard or sealed envelope and send it to Mars. All right, get another postcard or whatever and send it to: Wot Planet Do U Come From?, *Commodore Format*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. Include your own name and address and make sure it gets here before October 10th or else.

MORE GREMLINS IN THE MICRO

You let them have a picnic at three o'clock in the morning, you dropped them into the bath and you left them in the blazing sun all afternoon. Now what's happened? The little blighters have multiplied and made their way into an Elite game, that's what!

Gremlins 2 – The New Batch features all your faves from the film *(mine was Pheobe Kates – Ed)* as the humans attempt to stop the rubber rioters from wrecking the place! Gizmo and chums should be inhabiting a 6502 near you in a few months' time.

Gorgeous Dep Ed 'Eight-till-late' Sean at work on his Apple Mac



ELVIRA RESURRECTED

Lovers of Elvira's more than ample talents were probably distraught when Tynesoft and its subsidiary aka Horrorsoft went foom, a couple of months ago. We'll mourn not for the demised *Elvira, Mistress of the Dark*, for she is to be resurrected by Accolade. You can't keep a good vamp down.

® ™ are trademarks of Queen "B" Productions

IT CAME FROM RAMSAY STREET

Keep yer teeth together if yer read this out laahd: it'll stop the flies from gittin' in. Zeppelin are launchin', yep, you guist it, the *Neighbours* gayme, based on the notorious soap of the sayme nayme. It's due art in Novembah (which is samma darn unda) and it'll featcha awll yer fav'rit carboard charactas. Sahnds bladdy tucker t'me, but will it bite yer bam?

TOOLIN' 'N' FOOLIN' TOP TWENTIES

If you've got 15 quid burning a hole in your pocket, and fancy a heavy dose of nostalgia, why not try Cosmi's *Top 20 Solid Gold* package? There are *five* disks inside with some real golden oldies inside!

(Cue K-Tel style voice over...) Remember the amazing addiction of *Aztec Adventure*? Who can forget the stunning 3D graphics of *Beyond The Forbidden Forest*? How about the total awfulness of *Shirley Muldowney's Top Fuel Challenge*... Er... OK. Some of them are real dogs, but we reckon there are at least eight decent games here which works out at less than two quid a throw. You can have good chortle at the rest and at the end of the day you've got five double sided disks for your pains.

Also available is *Top Twenty Software Tools*, a 20 program utilities package containing such delights as (take a deep breath) word processor, spreadsheet, database, memo pad, music composer, sampler, sketch pad, sprite designer, font designer and loads more besides. It even includes a telephone directory that actually rings the number you want if you're lucky enough to own a modem. Both compilations should already be in the shop at £14.99, or interested parties can give Electronic Zoo a bell on 0453 887008.

Ouch! *Urk*... What's this I've found in my left ear? Blimey, it's 20 copies of *Top 20 Software Tools*, the very product I've just been describing, and look, there's a note attached which reads, "To be given away to 20 lucky readers of *Commodore Format*." In that case I'd better sort out some sort of competition for it. Let's see... right. In order to win one of these glorious items, write the answers to the following questions on a postcard or sealed envelope and send it, with your name and address to: The User Friendly Earwax Compo, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW, afore October 10th. First 20 out of the hat get the goodies...

QUESTION A
Solve the following anagram of a brilliant new C64 mag.
MOCOMRODE MORFAT

QUESTION B
Complete the following sentence.
Filmyim heeber jeebee schlooo yeehah...

QUESTION C
Find the odd one out.
Ear – Leg – Nose – Egg Flan

ACTIVE BALLS COMPETITION

Atomix is the very latest product from Thalion, and blow us down if we haven't gone and reviewed it already. (Cor! On the ball or what?) To commemorate this momentous event, Thalion are giving away two plasma balls.

Two WHAT? You cry! Well, if you don't know you won't be interested enough to want to win one. Anyway, they're really jolly and worth a packet, so shut up and listen. You want one of these amazing gadgets? All you've got to do is answer this one dead easy question:

1) What's a plasma ball? Is it:
a) A special missile fired from the USS Enterprise?
b) A glass sphere full of gases which fluoresce when charged up?
c) A social gathering for ethereal beings?

Answers, names and addresses on a postcard please, to: Not Answer 'b' That's For Sure Compo, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. If your entry arrives later than the 10th of October, you'll get zippo. You have been politely reminded. Okay?

LET'S STRIDE AGAIN

Joyous news from US Gold in that *Strider* is all set to get sequelled – but it won't be called *Strider 2*, oh no, and it isn't a coin-op conversion either. The game has actually been designed from scratch by US Gold and those nice people at Capcom have endorsed it. So that's all right, then.

SHIFTY WORK

From US Gold and Lucasfilm comes *Night Shift*. It's set in the place where George Lucas's spfx people design the really funky special effects you see in Lucasfilm productions. You play a security guard (or something like that).

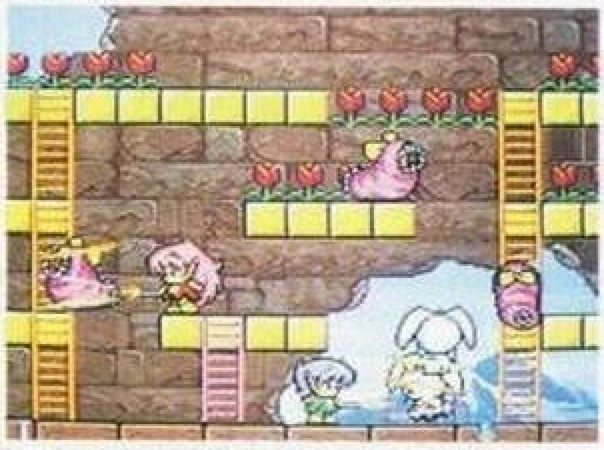
The scenario is this: one night, you're wandering around the place, when the various creatures and devices ILM/IML (phew) are famous for start coming to life.

Even as you read this article, the Ed has scurried off to interview the programmer. Come back next ish and read all abahtit!

STORM HITS

Remember *Silkworm*, *Gemini Wing*, *Shinobi* and *Continental Circus*? from The Sales Curve? Well, the people who brought you these classics are launching a new software label called Storm. The first two releases are *St Dragon* and *SWIV*, which you can read about in our previews section.

Two more delights due for release early in the new year are conversions of arcade games from the Japanese coin-op company Jaleco. The first of these, *Big Run* is based on the Paris to Dakkar rally and incorporates a 'super tough rally car' which is virtually indestructible so you can bash it about as much as you bally well like and it'll still work (sounds a bit like an old Morris Minor). Also in the pipeline is *Rod Land*, a cutesy platform game featuring Tam and Rit, two lovable fairies with magic rods which stun their enemies allowing them to be bashed senseless... Yep. Makes sense.



"Take that!" Cried something incredibly cute from *Rod Land*

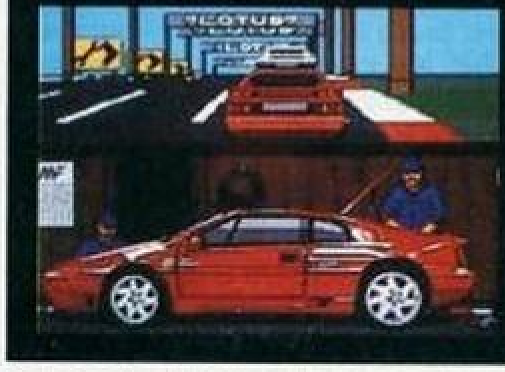
3D GAUNTLET

US Gold's monumentally successful conversion of Atari's arcade-filler takes yet another step forward, with a 3D version. It won't exactly come with red and green glasses (Mister Barbarian's a bit of a thicky, isn't he?), but instead presents the labyrinthine world of *Gauntlet* as seen through the eyes of the characters. This is hot off the grapevine, and we'll bring you more info when we've got it.

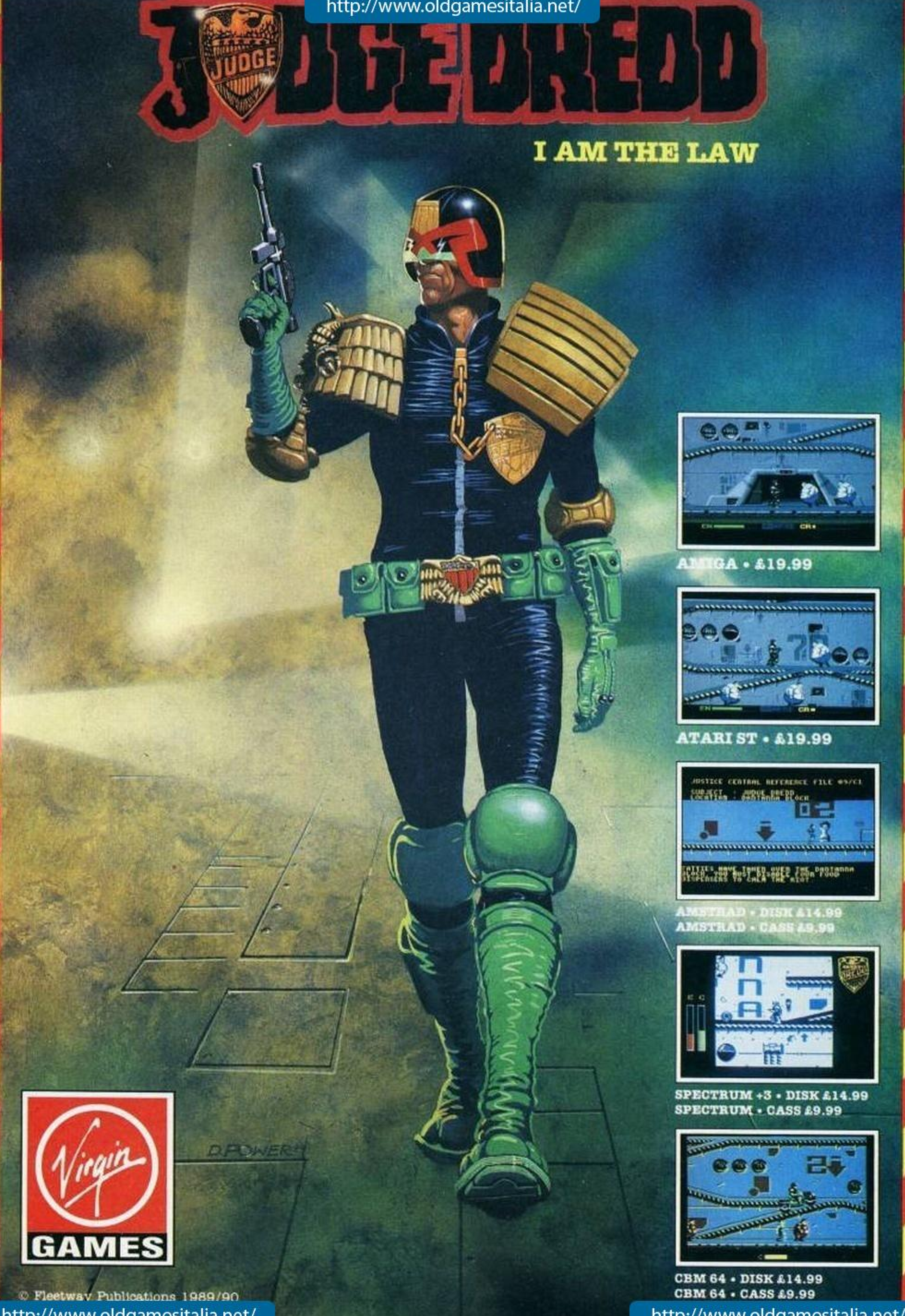
GREMLIN'S LOTUS CHALLENGE

Gremlin recently signed an agreement thingy with Lotus (sexy cars for the quite wealthy) giving them the rights to use the Lotus insignia on computer games – the first of which is *Lotus Esprit Turbo Challenge*.

This is a split-screen racing game in which two players race against one another and 20 other computer controlled competitors. It promises 32 different courses, with 'massive' hills, dips, bends and smooth 3D update. Let's hope it delivers.



If you qualify for the Lotus Licence, by winning the championship on the highest level, you can write into Gremlin who'll send you a certificate with your name on. The game's due out in early December. Keep a look out for our preview (and maybe even a demo) before then.


JUDGE
JUDGE DREDD
D.POWER
CN
CR

I AM THE LAW

AMIGA • £19.99

ATARI ST • £19.99

JUSTICE CENTRAL REFERENCE FILE 05/C1

SUBJECT : JUDGE DREDD

AMSTRAD • DISK £14.99
AMSTRAD • CASS £9.99

SPECTRUM +3 • DISK £14.99
SPECTRUM • CASS £9.99

CBM 64 • DISK £14.99
CBM 64 • CASS £9.99

Virgin
GAMES

© Fleetway Publications 1989/90

Oy! All these [illegible] and demos are loaded using the n

Anyone who hasn't noticed the large lump of non-biodegradable material dangling precariously from the front of their precious new Commodore Format should immediately put the mag down (being careful not to crease the individually hand-tooled, finest Norwegian paper pages), get the number seven bus into town and pay a visit to the opticians (he's the one with the tatty little shop in between the greengrocer's and the highly dubious-looking Drugs 'R' Us chemists).

Everyone else should peel off said cassette (taking the utmost care not to damage the limited edition, hand-painted mock- vinyl cover – you may need a grown-up to help) and place it sensibly to one side (though not too far away, lest some unsavoury character wander off with it).

Take a minute to study the cassette. Savour the finely honed high-grade injection moulded plastic casing. Gasp inwardly at the precision tape spooling system (taking a moment to declare quietly, "Gosh, don't they have a lot more tape than anyone else?") – then slap that sucker in the deck and let's kick some ass!!

CONTENTS

The CF Smash Hits tape 1, is a gold mine of loadable goodies (probably worth about £400) and includes:

SIDE 1

REVOLUTION – This brand new, previously unreleased shoot 'em up, comes from the fevered imagination of Simon Pick – author of that classic budget drum-machine, *Microrhythm*, and coder of Konami's *Nemesis*. *Revolution* also boasts a title soundtrack from Martin Walker, author of *Hunter's Moon* . *Citadel* and writer of this issue's music feature (page 29).

TAU CETI – A classic game written by Pete Cooke for the Speccy, and brilliantly converted by John Twiddy (check out page 50 to see what he's up to these days).

SIDE 2

REBEL – Written by The Gang Of Five – famous for their Dan Dare games for Virgin – this is an unusual strategic shoot 'n' search maze game.

IRON MAN – A playable demo of the new game from Virgin (full title *Ivan 'Iron Man' Stewart's Super Off-Road Racer*. Phew!). Coded by the world-famous Graftgold team, *Iron Man* is based on the knobbly-tyred antics of Ivan 'Iron Man' Stewart, one of the world's foremost off-road racers (makes sense).

ST. DRAGON – A playable level of Storm's conversion of the Jaleco coin-op. Race over to the preview section for more info, and watch out for a full review next ish!

Revolution

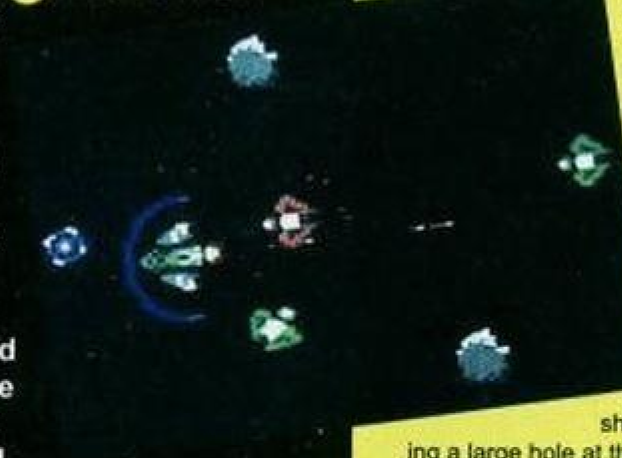
Whack a joystick in port 2, and hammer the fire button to kick off.

The aim of the game is one of progress and high scores. Basically, keep going until you get wasted!

That's your ship in the middle of the screen. Now, instead of moving your ship around, by pushing up and down on the 'stick you revolve the entire universe (neat, huh?).

To finish each level you have to shoot the grey asteroids and collect the red crystals which are released. These will 'fall' toward your ship and are gathered simply by letting them through the gap in your shields. Once you have enough crystals, the end of your ship starts to pulse: press fire and push right to blast of onto the next level.

Revolution



You start the mission with a full energy bar and a complete shield (the blue circular widget). As enemy hits are sustained, your shield gradually disappears, leaving a large hole at the front. Then, as laser bolts, asteroids and other bits of debris hit your ship itself, the energy bar diminishes. When the bar disappears altogether, it's time to start again.

To help you on your way, there are a number of power ups in the shape of blue credits, yellow smart bombs and spinning canisters. To use these power ups, simply collect them through the gap in your shield.

In true *Nemesis* fashion you have to collect credits to cycle through the available options and push right on the 'stick to select the one you want.

Auto Lock – The flashing 'L' appears signifying that the device is waiting to lock onto an object. As soon as something crosses your bows, the ship locks onto the object allowing you to collect or blast it, depending upon how useful it is.

Fire Power – Increases fire rate.

Speed – increases rotation speed.

Auto Damp – Speeds up acceleration and deceleration, making the ship more responsive and controllable.

Tractor – push left on the 'stick to activate a tractor beam which can be used to suck up any credits and canisters which fall into the beam. NOTE: the beam will also attract any enemies in the region which then smack straight into your ship and reduce your energy. So be careful!

Laser – adds an *R-Type*-type laser weapon. Hold down the fire button for red laser destruct-o-beam.

Save – Stores credits for use on the next level. A between-level shop is entered where you can buy goodies for varying amounts of credits. Press the numbered keys 1 to 5 to tool up ready for the oncoming battle, and use SHIFT 1 to 5 to undo any rash buying decisions.

Yellow credits are smart bombs, which are activated on collection. An expanding circle of bomblets clears the screen of baddies (and goodies – so watch out!).

The canisters carry some heavy-duty help, but are tricky to collect. These will replenish your energy, rebuild your shield or fire two huge missiles from the rear of the ship, chosen at random. To stop the action and wipe your brow, hit the 'P' button. And if you want to mellow out at the same time, hit F1...

Tau Ceti

Plug your joystick in either port – it doesn't matter which. There are some additional keyboard controls but you can master these as you go.

In 2050 the world of Tau Ceti was colonised and the new inhabitants eventually built 30 cities across the planet. All was pretty cool until, in 2150, a vicious plague swept across the planet killing everyone and leaving the planet to the robot maintenance systems.

Research soon led to a cure for the disease being found found but, at the same time, a massive meteor smashed into the planet (sounds like a pretty unlucky planet to me).

In 2164 the first expedition left for Tau Ceti, landed safely and then minutes later a garbled mayday message was received. This was followed by total silence.

Experts have now decided that the meteor impact must have caused the robotic defense systems to run amok, slaughtering the expedition team. The only way to stop the defense systems without destroying the very expensive buildings is to send in an armed ground skimmer to shut down the massive fusion reactor in the planet's capital city, Centralis.

A single skilled pilot might be able to succeed where 50 would surely fail (er... why?), and like a fool, you volunteered. (I have?) Oh yes. All you have to do is collect 40 rod sections from around the cities, reconstruct the 20 full rods and plug them back in the central rector to turn it off. Easy.

CONTROLLING THE SKIMMER

The skimmer operates in two modes: flight and ground. In flight mode, control of the craft is via keys or the joystick. In ground mode (when docked) you are in direct communication with the computer via the computer window.

The commands available include:

Rods – Allows you to assemble cooling rods found throughout your mission

Equip – Allows access to a building repair, refuelling and rearming facilities (if any)

Saves - a game to tape

Load – Loads a game from tape

Keys – Redefine keys

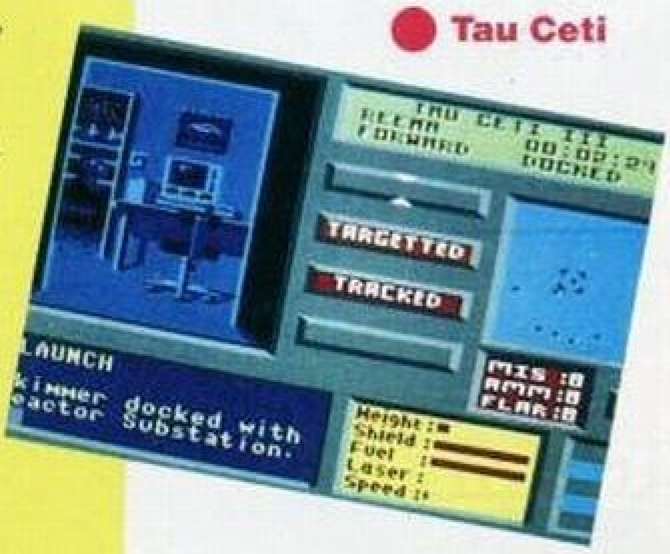
Sights On – Turns infra red sights on

Sights Off – turns 'em off again

Help – List all available commands

The game automatically enters demo mode once it has loaded. Watch for a while to see what's going on and then tap the space bar to start getting shot at. To start the mission, type Launch and then press ENTER. After that, you're on your own!

Tau Ceti



LAUNCH
kimmer docked with
eactor Substation.

rmal 'hold down SHIFT and press RUN/STOP' method. Got it?

CONTROLS

Left	Z (or joystick left)
Right	X (or joystick right)
Thrust	; (or joystick forward)
Brake	/ (or joystick backward)
Fire Laser	SPACE
Fire Missiles	M
Fire Flare	F
Fire AMM	A
Change View	V
Scanner	S
Status	R
I.R. on/off	I
Up	:
Down	.
Jump	J
Land	L
Pause	[Back Arrow]
Restart	Fire

DOCKING

Specific buildings can be entered by using the docking bay. To dock with a building, approach slowly until the entrance becomes visible. Keep advancing at crawling speed and adjust your height so that you approach dead centre.

NAVIGATING

The planet has the standard system of jump pads allowing easy access to and from adjacent cities. Your ship's computer has a complete map of the jump network. To move from one city to the next simply find the correct jump pad (they are located directly north, south, east and west of each city) and press J when next to one.

DEFENSES

Many of the cities will be defended by late-model robot hunters and land-based guardian crawlers, while heavily armoured fortresses may be found in larger cities. Radar detects the presence of proximity mines.

Avoid wanton destruction of unarmed buildings. Gal-Corp central do not want to colonise this world after you've blown the crap out of it... Not only that, buildings won't let you in if you fire at them unnecessarily.

Hint – If you're getting nowhere fast, pay a visit to the tips pages..

NO LOAD?

If your CF tape is giving you probs, send the little beast (complete with an SAE) to CF Tape 1 (Revolution) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll send a replacement as fast as we ever can!

pe 1

Rebel

Joystick in port 1or 2.

Soya plantation worker THX 2240 (thass you) has just about had enough of working life in the state controlled agricultural bloc.

You decided to steal a Crowd Control Vehicle in which to make a bid for freedom. Your mission is to guide the tank through the heavily guarded compounds using the giant laser and solar reflectors to blast through into the next level.

The Police Surveillance Department includes choppers, planes and tanks, and will shoot at the tank causing severe damage unless you avoid or destroy them. Any damage caused in this way can be repaired in the maintenance bays that can be found on certain levels. Tank damage will gradually affect your controls in terms of speed and shooting capability.

JOYSTICK CONTROL

Forward – accelerate

Back – brake or reverse

Left/Right – you can turn the gun turret by degrees for effective firing. When the turret reaches a 45 degree angle the tank automatically turns to face that direction.

Fire – shoot, also manoeuvre reflectors (when the tanks has stopped on a station).

THE OBJECT OF THE GAME

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit.

Turn the beam on to blast your way through the exit to the next level. On each following level, the beam will come through from the previous level, and you must break through all 13 levels before escaping to freedom.

Each level has a limited supply of solar reflectors. These are placed in reflector stations. A reflector can be rotated within a station, or removed and transported to another station.

It is probably easier to collect all the reflectors on a level, clearing paths as you go. This way you are exploring at the same time as making the setting of reflectors easier for yourself. The Solar beam fires from the Solar Beam Generator in the lower left corner of the first level and from the entrance on following levels. By placing reflectors on each level it is possible to direct the solar beam from wherever it starts to blast a way through the exit to the next level.

Iron Man

Joystick in port 1 or 2, or keys. Or all three together.

As well as Ivan 'Ironman' Stewart, you can also play two other chums in this *Super Sprint*-style off road race. To start the proceedings, select a control from the three available.

PLAYER 1 (Red) – Joystick port 2

Accelerate – Up
Brake – Down
Left/Right – Left/Right
Nitro – Fire

PLAYER 2 (Yellow) – Joystick port 1

Accelerate – Up
Brake – Down
Left/Right – Left/Right
Nitro – Fire

PLAYER 3 (Blue) – Keyboard

Accelerate – :
Brake – /
Left – @
Right – Up arrow
Nitro – ,

DURING THE GAME

RUN/STOP – Pause
CLR/HOME – Abort during pause

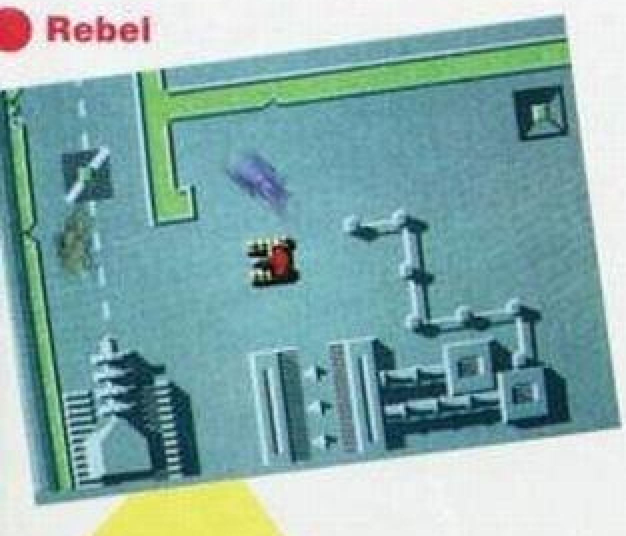
St. Dragon

A 'stick in port 2'll do just fine.

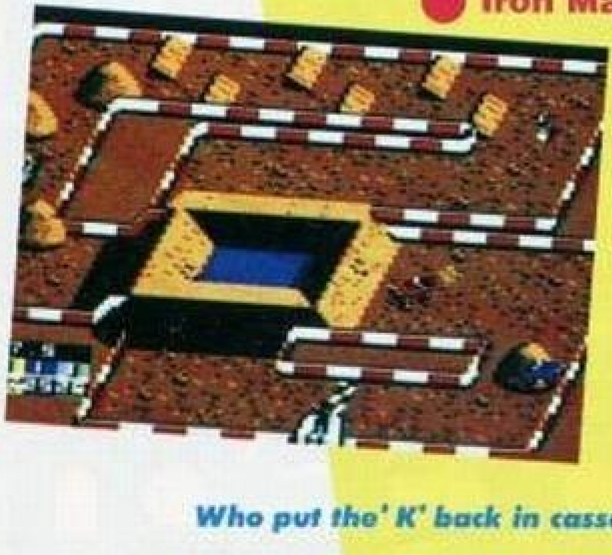
Grab a dragon by the tail in this scrolling shoot 'em up from Storm. This demo from level one gives you a taster of what's to come when **St. Dragon** hits the streets in one month's time. Simply steer the dragon ship around the screen blasting any baddies dumb enough to approach you.Shoot balls of flame to reveal a power-up icon, and run into it

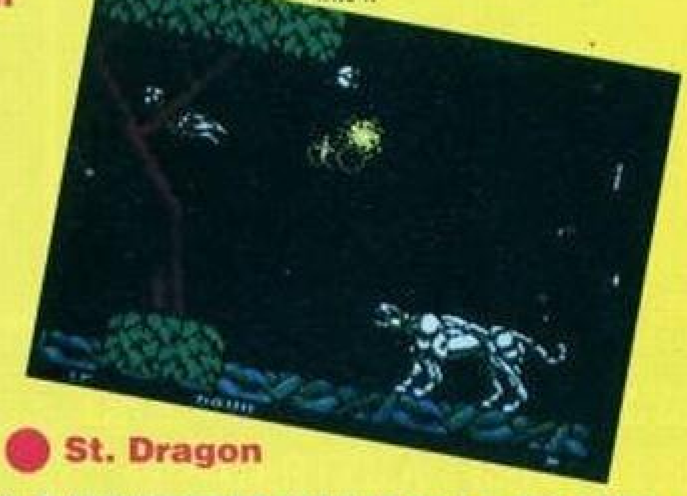
DO YOUR 64 A BIG FAVOUR – AND LOAD IT UP RIGHT NOW!

● Rebel



● Iron Man





● St. Dragon

Clive Barker's THE NIGHTBREED

CABAL

THE ACTION GAME

THE

TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

HAS

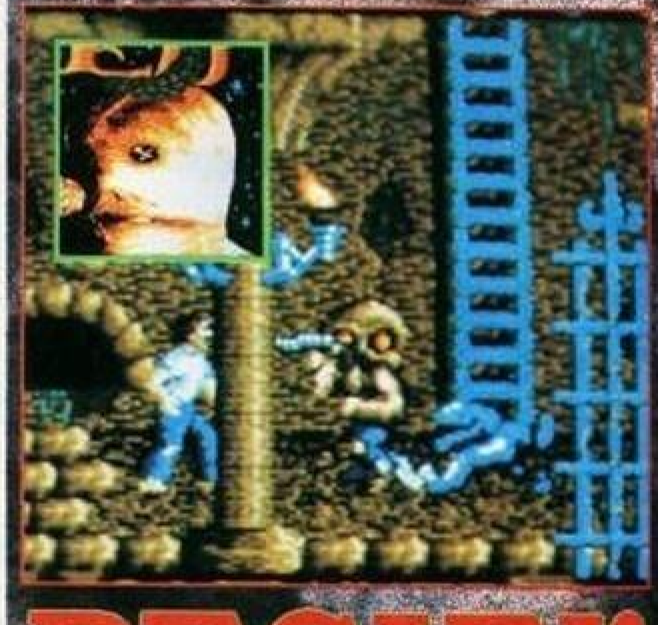
THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM

THE INHUMANITIES OF MAN.

NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT

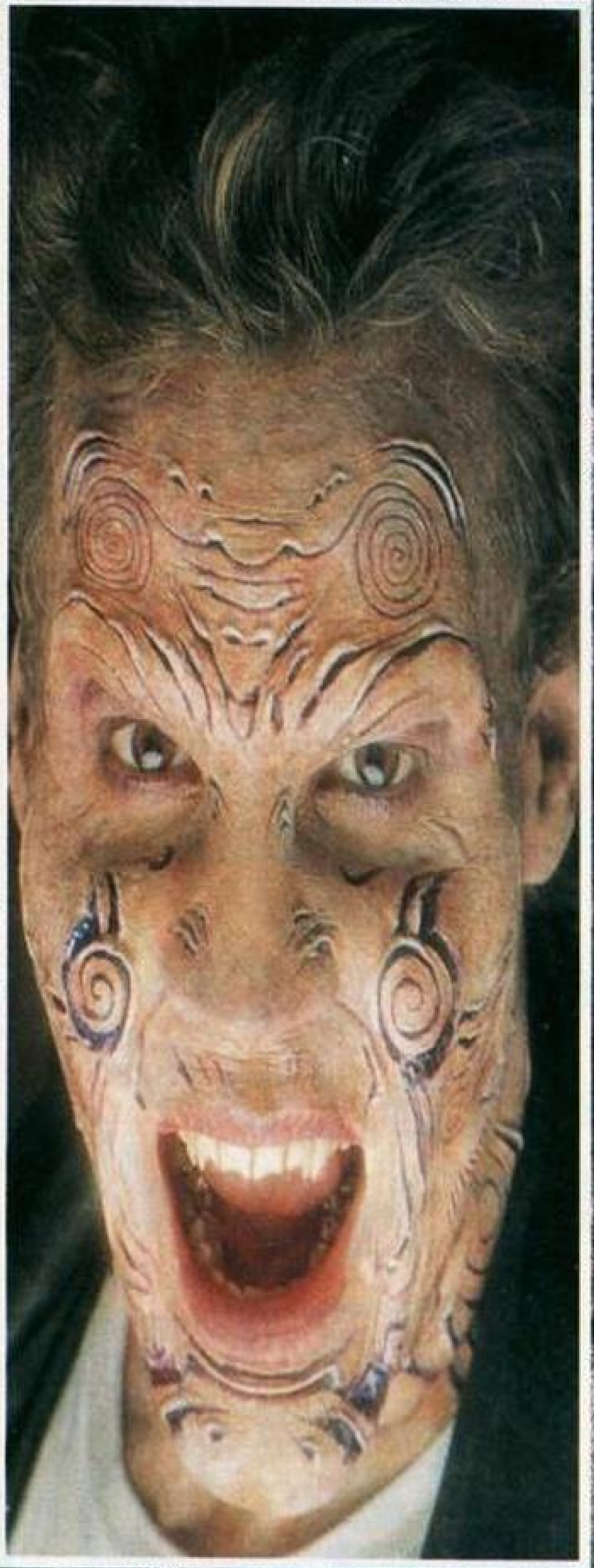
NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.



© 1989 MORGAN CREEK PRODUCTIONS. ALL RIGHTS RESERVED.
COPYRIGHT © CLIVE BARKER 1988.

AVAILABLE FOR COMMODORE
SPECTRUM - AMSTRAD
ATARI ST AND CBM AMIGA.

ocean

THEY'RE COMING SOON!!

What do an octopus, a mountain and a goalkeeper's shirt have in common? They all tell you something about the games we review. To find out what, read on...

PowerPlay

Commodore Format's review system is very straightforward: none of those silly addictivity and longevity ratings that no-one understands. NoOOoo - we've gone for the simple route.

The wonderfully written and entertaining text explains all about the game, what it looks and sounds like, how it plays and, basically, if it's any cop.

RATINGS

At the end of each review there's the *CF* Powermeter which gives you a single, absolute, rating. This ingenious device has two panels which contain comments on the good and bad features of the game: good on the bottom, bad on top – the rating is measured at the point where the two panels meet.

Now, the more good things you can say, the higher the rating, and the more bad points, the lower it is. So, f'rinstance, if we couldn't find a single bad thing to say about a game it would get 100% - got it? Good.

ICONS

To make things nice and easy, we've knocked up some 'tell-at-a-glance' icon thingies so you can tell at a glance what standard features are in evidence:

Face - Number of players: the more heads, the more players there can be.
Keyboard/joystick - Control: keyboard, joystick or both.
Mountains - Difficulty levels: if there are any, and how many.
Octopus - Multiload: if the octopus is here, the game's in bits.
T-shirt - Save option: if there is one, it gets the goalie's shirt (bit dubious, that one).
Blocks - This means you get the chance to gloat by putting your name in a high score table.
Paws - Yep, there's a pause mode (groan).

The Power Players

We believe that reviews are the most important part of the mag. You need reviews you can trust implicitly, since it's you people who risk splashing out the cash on a new game. That's why we've assembled the most experienced magazine reviewing team ever.

Steve Jarratt During spells at Zzap!64 and CU (and having owned a 64 for yonks) he's played more C64 games than he's had hot dinners. But then he usually has sandwiches for dinner... Anyway, when he can manage to pry himself away from the editorial telephone, he does like to have a quick bash on the occasional shoot 'em up, puzzle game or flight sim. Or anything, really.

Sean Masterson A Zzap!64 staffer from long ago and ex-editor of White Dwarf. One of those strange breed of role-players, who is only at his happiest when immersed up to his cerebellum in a fantasy adventure scenario. A hardened adventurer who doesn't mind smart bombing the odd shoot 'em up now and then.

Andy Dyer The odd one out (he's never worked on Zzap! ever). However, he has been playing computer games for the last eight years (with the occasional break). He favours arcade adventure/shoot 'em ups, but will have a bash at most things (because we tell him to).

Gordon Houghton Ex-editor of Zzap! Gordon is a C64 games player of long standing and wide girth. He's finished more games than he hasn't and is generally very hard indeed. Most games would rather be put in a liquidiser than face 'Granite Man' Gordo. An avid shoot 'em up slaughterer.

Kati Hamza Yet another ex-Zzapper, Kati is also well known to readers of Your Sinclair and The One. She might be a girlie, but say that matters, to her face, and she'll smash yours in. A regular C64 combat veteran, Kati handles most games with ease of a seasoned green beret. Prefers adventurey stuff and 'thinky'-type games.

GUTTER PRESS

Just once in a while, we'll be inviting four local 64 games players in to add their thoughts on a new game: Kevin, Matthew, Mark and Gareth are only happy to give you even more food for thought when you read their summaries of a game we review.

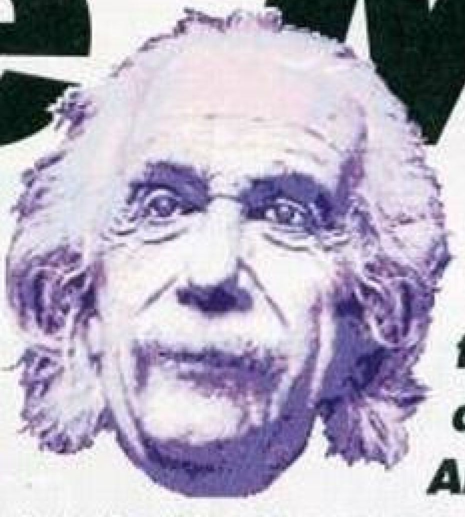
MARSHAL MILLS
CONTROL TO MARSHAL... DATA LOADING MALFUNCTION
I'M ON MY WAY
STEP ON IT MARSHAL
OK CONTROL
100% LOADING SUCCESS
USE LOAD IT FOR ALL POPULAR GAMES
YOU BETCHA MARSHAL
PRIORITY SITUATION CALLS FOR...
SPECIFY LOAD IT!

LOAD IT!
100% SUCCESSFUL LOADING OF ALL POPULAR GAMES FOR USE WITH YOUR COMMODORE C64 AND C128. AVAILABLE FROM YOUR NEAREST DEA

MILLS COMPUTER
PRODUCTS LIMITED
WONASTOW ROAD
MONMOUTH
GWENT
NP5 3AH

Time Mac

How can you travel back to the future when it doesn't yet exist? And what are you doing in the past anyway? Join professor Potts as he tries to recreate the future by messing around with time, space and the evolution of mankind!



Professor Potts is your typical, everyday mad scientist – complete with Mick Hucknall hair-do and scruffy lab coat. Unlike most mad professors, though, Potts just happens to have invented a time machine which allows him to go tip-toeing through time and space. Useful or what?

At the start of the game, Potts is fiddling around on his time machine outside his lab, when a group of armed terrorists run up and start terrorising. A stray hand grenade smacks into the time machine, sending the gadget's accelerator crystal and Potts whirling back through time, plopping them both safely down in the prof's back yard – but 10 million years in the past...

The prof now has a bit of a task on his hands, to wit: return to his own time, replace the accelerator crystal, and try and prevent the terrorist attack which put him in this fix in the first place!

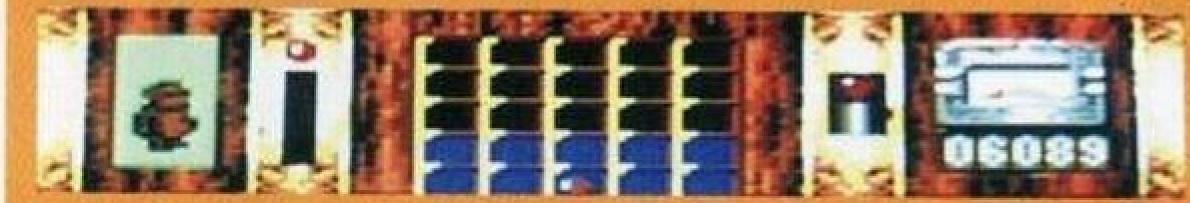
Potts carries with him a four travel pods – miniature versions of his time machine, but with limited capabilities. Each one is dropped with a jab of a function key and then, regardless of where or when the prof is, another jab sends him whizzing straight back to it (accompanied by a suitably whacky Martin Walker sound effect). But although these gizmos allow the prof to move through space and time, he can't whizz straight back to 1990 – it doesn't exist yet! Before the professor can move into future time zones, he has to make sure they're going to be there for him to travel to. With us so far?

There are five time zones, which can only be created once the previous one is in existence. Thus the prehistoric era is followed by an ice age, stone age, a medieval period and finally modern day, complete with rampaging terrorists, grubby skylines and the rest of it.

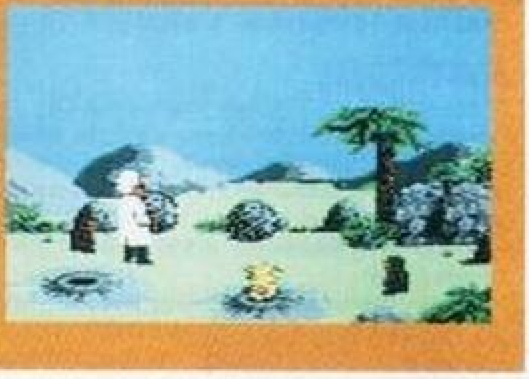
There are specific tasks which the prof must complete in order to ensure that the future happens as it's supposed to. For instance, how can the ice age happen with all these volcanic eruptions going on, warming the place up?

Potts' neighbourhood is spread over five flick screens, which are redrawn each time the prof enters (in a similar fashion to the *Last Ninja* games). It only takes a second or so to fill the screen, and it's certainly worth the wait. Each landscape is brilliantly depicted, with neatly drawn hills, trees, swamps, buildings and so on. Each five-

Keeping track of time



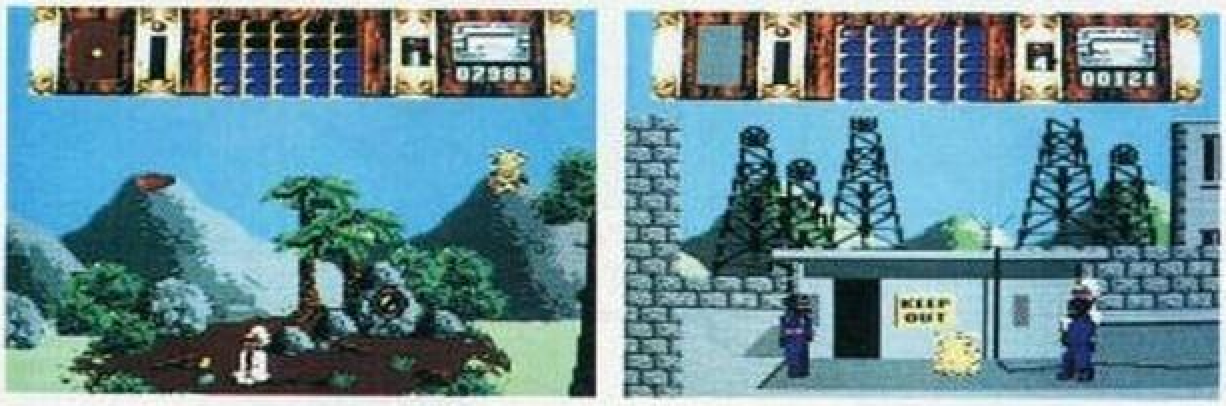
The panel at the top of the screen shows (from right to left) the prof's energy (he'll croak when it hits zero) and your score; the number of profs remaining; the time scanner (this shows all 25 screens, with five in each horizontal time zone. Here, only the prehistoric and ice ages are in existence. Screens flash to show where the prof has work to do); the prof's laser indicator (glows when his stun laser is overheating), and the look window (when the prof is next to an object he can use, it appears in the look window – the small apes can be used as shown in the picture on the right).



It's a Corker!

The prof can't whizz back to 1990 – it doesn't exist yet!

Game	**Time Machine**
Maker	**Activision**
Cassette	**£9.95**
Disk	**£14.95**
Cartridge	**Not avaliable**



Here are the two extremes of *Time Machine*'s world: (left) the prof's in deep – er... mud, in the prehistoric era and (right) things are no better in the present day, where rampaging terrorists are hurling hand grenades!

Gizmos allow the prof to move through space and time

scene landscape is basically the same for each time zone as regards the general layout but, as you travel forward in time, the landscape alters to incorporate changes brought about by evolution, climactic changes and, of course, mankind.

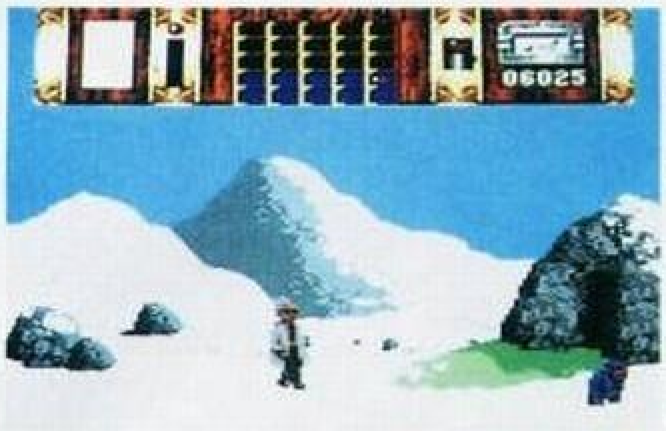
Speaking of whom, as well as having to create the next time zone, the prof also has to make sure mankind evolves properly, otherwise the prof himself would cease to exist! For instance, the little scurrying mammals that get under your feet in the first prehistoric era will eventually grow up to become men and women – as long as they don't die out during the cold ice age, that is. So the prof has to find some way of making sure they don't freeze to death... (Hint – he doesn't make them all little fur coats.)

Man isn't the only thing to evolve either: plant a seed in one time zone and you may find a huge tree in another. And, of course, you can always take things from future times zones into the past and let them evolve some more...

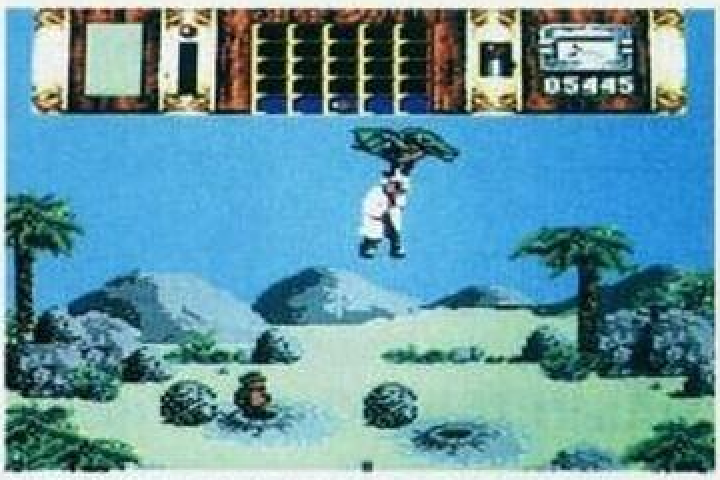
But, of course, the past – like the future – isn't definite: things change. And just because the prof has solved an evolutionary problem once doesn't mean that he won't have to go back in time and keep a check on things!

By now you should be getting the general idea. *Time Machine* is an arcade adventure which offers an array of intriguing time-dependant puzzles and forces you to think in four dimensions (well, nearly). Once you get the grey cells on the right wavelength, things become really hectic as poor old Potts whizzes back and forth through time like a demented DeLorean, collecting objects, moving them and making sure his good work (and time itself) remains intact. The fun comes from the multitude of brain-bending problems and your increasingly manic behaviour as you struggle to keep your world from falling apart! *Time Machine* is a cracking game, beautifully put together and just dripping with quality. Rush out and buy one yesterday.

STEVE



in the Ice Age, and Potts has got to do something about his ancestors. The poor things are starting to freeze to death!



Potts hitches a ride with a passing pterodactyl. A useful, if slightly dangerous mode of transport – but at least it beats walking

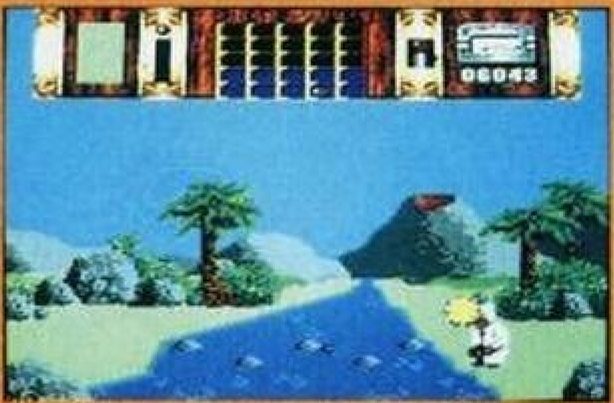
hine

LEVART EMIT

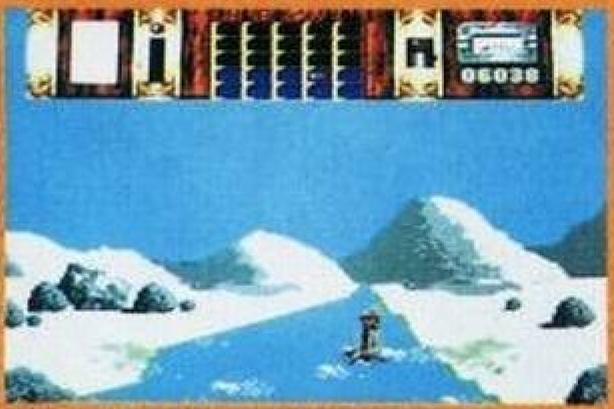
If you liken time travel to ordinary moving around-type travel, there comes an interesting 'paradox' (see page 93). Usually, you can see where you're going, but not where you've been. Since we know all about our history, but nothing of the future, that means we must be travelling backwards through time. Spooky, huh?

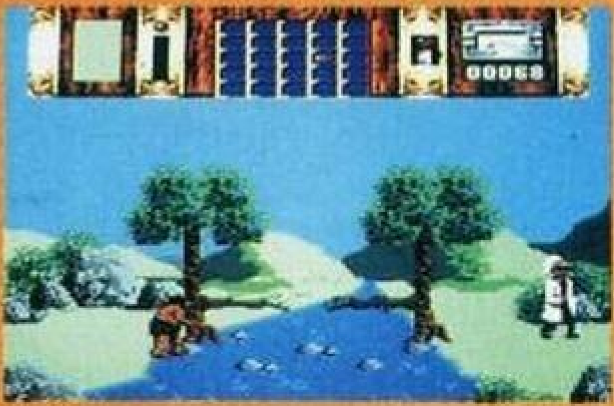
A MILLION YEARS OF DE JA VU!

(Right) Several million years BC and the prof has just been hit on the head by a volcanic eruption! To get across the river, he's got to use the stepping stones, which is just a mite tricky...



(Left) Forward a couple of million years and the Ice Age is upon us. Potts can now get across the frozen river by jumping on the ice. Um... well, sometimes he can, anyway





(Right) And forward in time again, to the Stone Age. By the next time zone, those trees might have formed a bridge across the river but where did they come from in the first place?

POWER RATING

- Tricky control method makes the game unwieldy to start off with

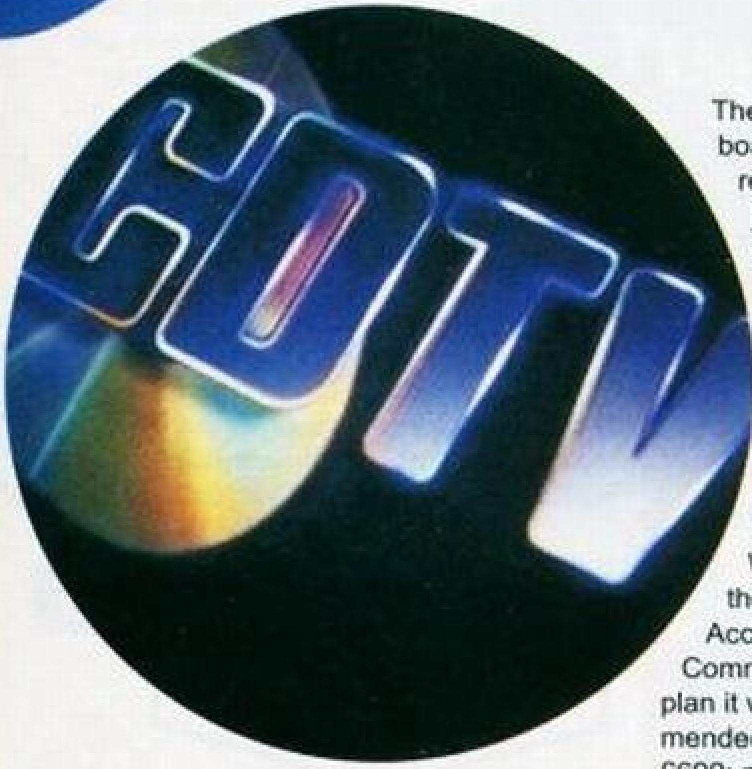
91%

- **Clever graphics system provides some amazing scenes – and all in one load!**
- **Gameplay grows wonderfully hectic as the mission advances through the ages!**
- **Smart sound effects are well suited to the action**
- **Animation on characters and scenery is beautifully executed**
- **Unusual puzzle aspect has been very cleverly implemented**
- **Brilliant game scenario really stretches your imagination – into four dimensions!**
- **Wonderful mixture of arcade adventure and puzzle-solving is incredibly addictive**
- **Specially designed to get less repetitive as you progress**

0

Inside, it's an Amiga. Outside, it's a Compact Disc player. The front, proudly declares that it's an 'Interactive Graphics Player' whatever that means. DAMIEN NOONAN takes a peek at Commodore's new mean machine

Gimmee C



The Multimedia corporation is shifting its weight behind CDTV after having set about the desktop video revolution on the Apple Macintosh

It's a smart black box that looks more like a video recorder than a computer and, according to Commodore, it isn't a computer. It is CDTV. On the front is a flashy badge that reads 'Interactive Graphics Player'. Inside the sleek black box is a Compact Disc player which can play the new CD+G (CD with graphics) discs that the likes of Fleetwood Mac and Lou Reed have used recently to incorporate video into their records (CD+G is compatible with standard CDs). There's also the main printed circuit board of an Amiga computer, complete with all the chips. But there's no keyboard and no floppy disk drive. If that's not enough to worry your average hacker, what are an Amiga and a CD player doing in the same slab of black plastic?

The CDTV doesn't need a keyboard because it uses an infra-red remote control and infra-red remote joysticks to talk to the Amiga inside. And the machine uses the CD player, when it's not playing music, to load all its programs, allowing them to contain masses of data. But you can buy an add-on keyboard and disk drive and plug them in the back. So it's a CD player, an Amiga 500 with a CD-drive, and also an 'Interactive Graphics Player'. Whatever one of those is. How much? According to the Commodore master plan it will have a recommended retail price of £699: not bad for all that gadgetry. And with a November launch, expect to see it selling in Dixon's, Comet or Curry's in time for Christmas.

EVOLUTION

Why, you might be asking yourself, does this weird and wonderful machine exist? Well, let's talk some history. Although the C64 is the world's biggest-selling home computer, Commodore's Amiga 500 is the envy of many C64 owners. It is a full 16-bit computer favoured by games programmers in this country because it's easy to program and has powerful graphics and superb stereo sound.

Meanwhile, there's a huge number of people who don't really want a computer. If all you want to do is play games, there are much easier ways. The new generation of 16-bit games consoles, the Sega Megadrive, the NEC PC Engine and the Nintendo Super Famicom, play as good a game as the Amiga, are very close to the quality of the arcade machines on which many of the

Big Game Hunting

Whether or not the CDTV succeeds depends on whether or not you can buy programs for it when it arrives. Currently, NeXt Technology are writing the demonstration *Welcome* disc that comes with the machine. But developers with Amiga development systems can still start writing programs for later transfer to CDTV.

An associate company of the BBC, the Multimedia Corporation, has already started developing CDTV stuff: these boys are big in the world of multimedia software on the Macintosh, so they should be good news for the new machine. Games software houses known to be working on CDTV include Psygnosis, Ocean (on the *Sim City* sequel, *Sim Earth*), Impressions (*Legend of the Lost*, a huge arcade adventure, and *The Final Conflict*, a nuclear war sim) and CRL (reworking *Laurel and Hardy*, *Herewith the Clues* and *Cult of the Severed Head*). Many others are expected to join this list, producing ambitious games in a movie-like or strategic vein.

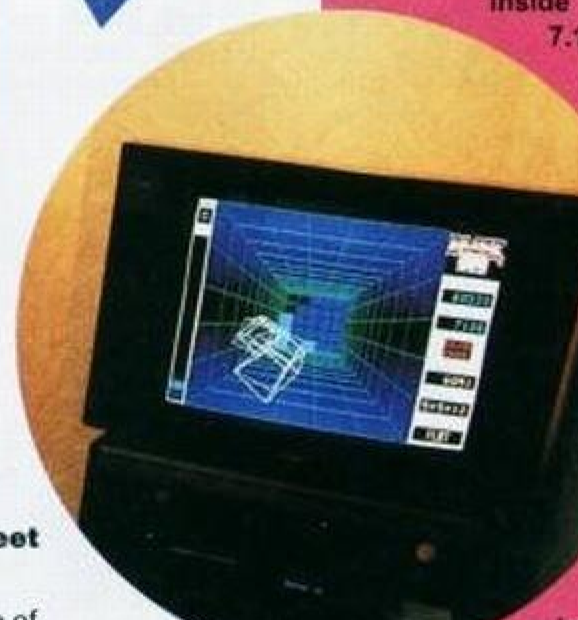
Infra red joysticks, CDTV remote control and the box itself, housing an 1Mb Amiga 500 and a compact disc player. Hardly scratched and yours for £699

DTV

games are based and are a darn sight easier to use: all you have to do is plug in the cartridge you want and switch the thing on.

In Japan almost everybody has a games console. The country that is the world's largest consumer of electronic gadgets has assigned consoles the same stature as video recorders in this country. Everybody's got one. Computer manufacturers want to make the big breakthrough that will give them that kind of market in this country.

Commodore have opted for CDTV instead for two reasons. One is the use of Compact Discs for storing computer data, which allows you to get huge amounts onto one small disc. Up to 600 Megabytes can be stashed away. If you consider that even Amiga games use less than one Megabyte, a mere 880K tops, you get some idea of the massive quantities of graphics, music and gameplay CD games could have. So far, only NEC has tried to sell CD drives to the public with its PC Engine games console. In a few years, all computers are likely to have an option for a CD drive as well as a normal disk drive.



A version of Rainbow Arts' *Blockout* seen here proves the enthusiasm with which software houses greet CDTV

MULTIMEDIA

CDTV has also been inspired by something called 'multimedia', the idea of which is that computers can be used to present information by mixing graphics, actual video, onscreen text, computer and non-computer sound or music and in doing so, revolutionise video in the same way that DTP has revolutionised publishing. It should be easy and accessible enough for anyone who wants to, to try it: it's called multi-media because it uses every means of presenting information, every medium, currently thought of. As yet, there are as many people trying to find uses for such an idea as there are trying to develop and sell it but here are some examples of how it can work.

CDTV has been promised to Derbyshire schoolchildren to help them learn Japanese. Not only will they be able to learn the words and phrases of the language, but they will also get lots of pictures of the country and background information on how Japanese culture and society works. In a couple of years' time, you won't look through a printed catalogue in a shop like Argos, you'll scan the goods on a computer screen. Zooming in to one item will allow you watch a small video sequence featuring the item you want (and probably a few others you hadn't thought of) while sweet sales pitch seeps into your ears through stereo headphones. Reference works such as Atlases could become easier to use. You could click on a CDTV map, magnify the area you want, from the whole globe right down to street maps of towns. In fact, CDTV development has already prompted suggestions that reading a book will become more like watching TV but, instead of sitting back and watching the programme from start to finish, you tell it which bits you want to see or study and CDTV will skip straight to those bits. This is where Commodore's key word, 'interactive' comes in.

***Legend of the Lost* is being programmed on an ST(!) but will be enhanced by CDTV's capabilities during development. The game will be one of the first major releases on this system**

SELLING CDTV

Hopefully, you're beginning to get the idea of what the CDTV is all about. For starters, it's an Amiga 500 with a CD read-only drive and a hi-fi CD player. Secondly, it's a CD-driven games console featuring infra-red remote control joysticks and potentially some great games. Thirdly, it's something new and weird, an interactive graphics player, the first step into the world of multimedia. It's got a funny name and a smooth look because Commodore want it to be much more than a mere computer. They want people who think computers are ugly and complicated to be seduced by CDTV's simplicity and buy it.

A revolutionary new system is bound to be hyped but even so, what you get is some seriously powerful hardware. You even have a MIDI interface, for serious computer music, and video inputs for the latest high-quality video decks, the S-VHS standard. We'll just have to wait and see whether CTDV and Multimedia Players pave the way ahead. They have the technology. But will they have the sex appeal?

Irving Gould, Chief Executive Officer of Commodore launches CDTV at a US Consumer Electronics Show

CDTV Wizardry

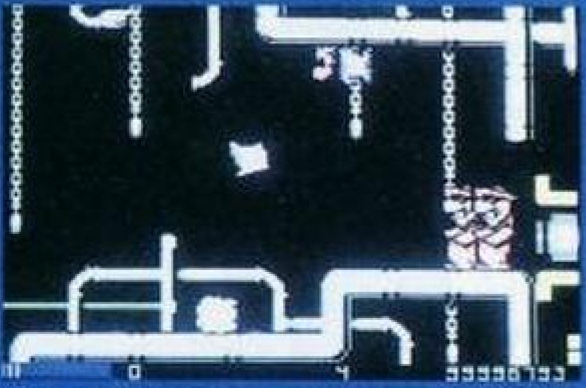
Inside the CDTV sits an Amiga 500 on a standard Amiga PCB with a 7.14MHz 68000 processor and a full megabyte of RAM (the standard A500 has 512K). It includes the famous custom chip set, the PAD. Paula is the eight-channel, nine octave stereo sound chip, complete with D/A (digital-to-analogue) converter for sampling. Agnus contains the blitter which draws up to 4,000 lines a second and the copper which manipulates screen-refresh to allow clever split-screen combinations. Denise holds the Amiga's 4096-colour palette. It also controls the mouse and joystick ports and handles hardware sprites.

Ports on the back of the CDTV attach a keyboard, disk drive, an ordinary mouse or joystick, provide MIDI interface connections, stereo audio output, a Centronics parallel interface, an RS-232 serial port and connections for video in/out including S-VHS.

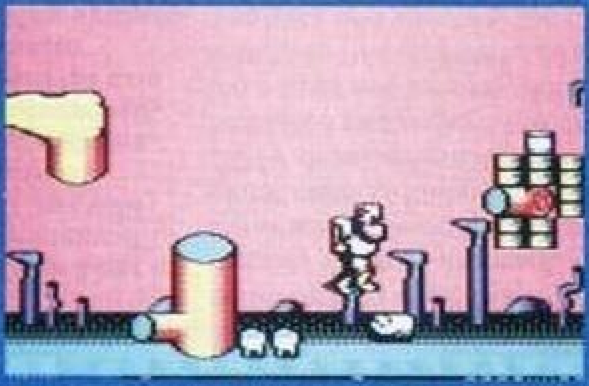
The CD is a Sony unit, capable of eight times oversampling using its 16-bit D/A converters, which puts it in the mid-range of audio CD players. It also incorporates the CD-Graphics system.

When used as an optical drive, each disc will be able to hold a standard 550Mb of data.

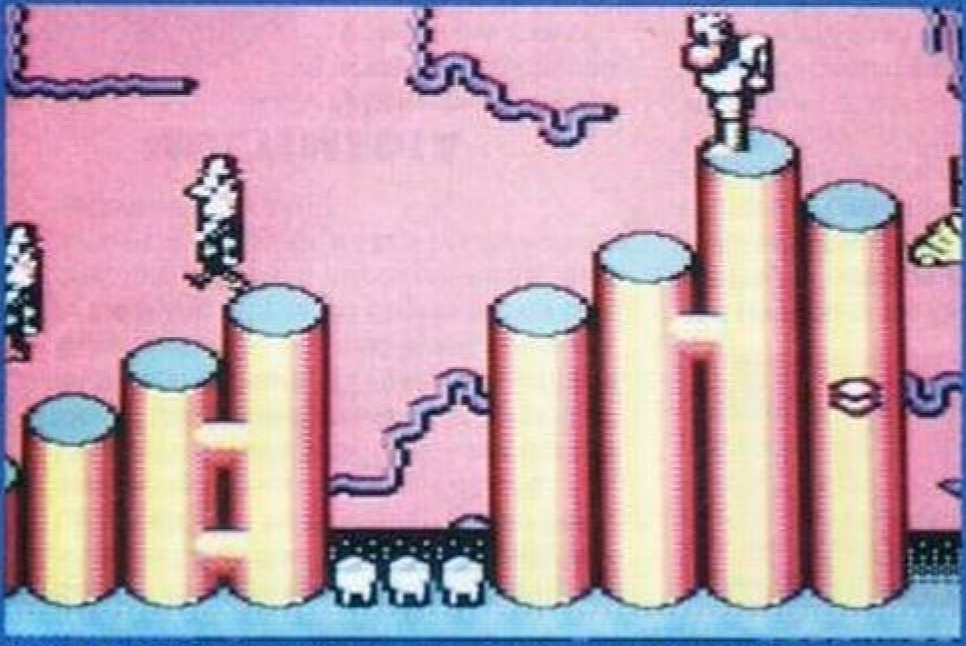
A slot in the front of the machine takes a 64K RAM card, very much like the 'smart cards' we hear about. CDTV cards hold data for saved games and the like: the CD drive is read-only, so it can't write saved games or high scores back to the disk.



Nobody expects the Spanish Inquisition! But there they are, hurling exploding cushions – and what has poor Gumby ever done to them, eh?

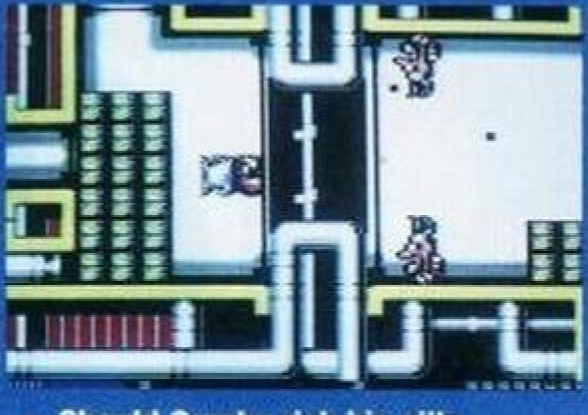


Gumby jumps over a rapid-firing fingertip in his quest for brains. The cheeses and Spam are strategically arranged on level 2.

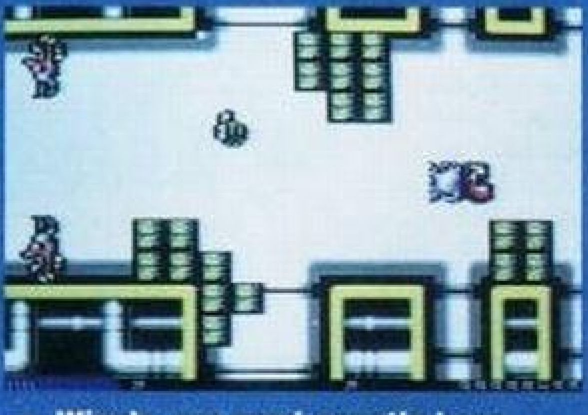


Level 2 and it's red upper class twit alert. Gumby's feeling more like himself, though. He just has to watch out for those teeth between the columns.

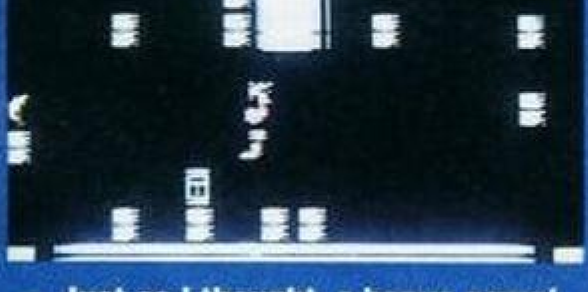
LIFE IN THE FISHLANE...



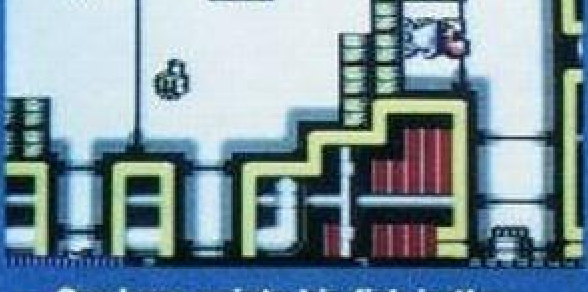
① Should Gumby risk his gills checking out the cheeses when the vikings on the right are about to spew Gumbideath all over the screen?



② Wisely, our semi-aquatic hero decides to do a runner. But wait, Gumb – try slapping that half-a-bee and see where the pipe up leads to!



③ Just as I thought, a bonus game! Just cheese hop your way to the food, Gumb old chum, and stop being such a heel.



④ Our hero points his fish in the direction of a small pipe. Plug that with a fillet and the plug (bottom right) will float out of the way.

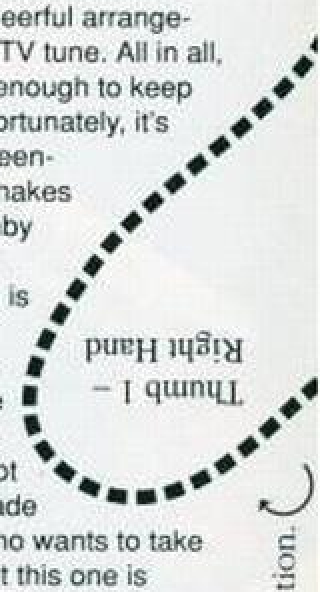
Game	**Monty Python**
Maker	**Virgin/Mtronic**
cassette	**£9.99**
disk	**£14.99**
cartridge	**Not avaliable**

that far into the game, we could show you what it looked like.

Each level awards bonus points for the number of cheeses shot and the speed with which it was completed. Extra lives are awarded for every 10,000,000 points lost. Gumby himself looks in fine form and the graphics capture the feel of Terry Gilliam's surreal cartoon sketches from the original TV series. As a finishing touch, you have the choice of listening to fish-slapping sound effects or a disgustingly cheerful arrangement of the Monty Python TV tune. All in all, it's challenging and funny enough to keep your interest for ages. Unfortunately, it's let down by a very bad screen-scrolling mechanism that makes you lose control of ol' Gumby while it shunts the display around. While the scrolling is the only really negative aspect of the game, it has to be said that once you've taken all the Pythonesque jokes away, what you've got left is a fairly standard arcade shoot 'n' collect job. But who wants to take all the jokes away? At least this one is different. Virgin/Mastertronic have added a monumentally silly game to their catalogue: you should add it to your collection.

This review was brought to you with the help of 124,740mm^2 of paper and 1084 words (that's enough silliness for one review – Ed).

SANE M



Pivot page on this thumb until in an ideal reading position.

POWER RATING

- Fairly standard shoot 'n' grab
- Sticky scrolling makes you want to explode
- Gumby isn't all that responsive

100

87%

0

- Hidden screens with bonus points encourage you to explore every nook and cranny
- Be a fish! Be a bird! Be a foot! Different Gumbys behave – well, differently – which makes them interesting. Oh, yes, and fun
- Cunning use of cheese – stand on it, hide things behind it, blast it out of existence
- Superb Terry Gilliam cartoon-style graphics
- Packed with Python jokes
- Good scoring system
- Extremely silly opening sequence
- Cheese-identification protection device
- A game with brains (and Spam)

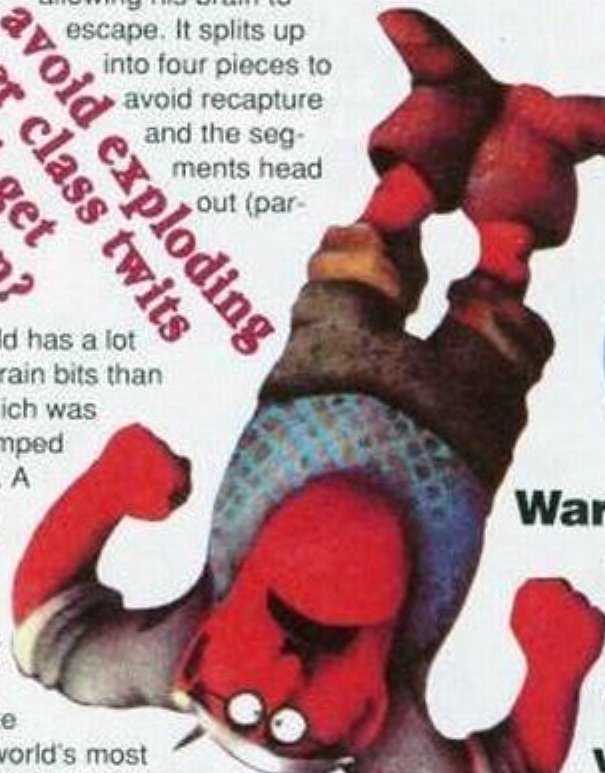
Monty Python's Flying Circus

Warning: the game reviewed in these pages contains exploding fluffywuffy cushions and suffers from a serious case of cutesywootsy kittens which go bang. Never mind, things explode everyday...

Monty Python's Flying Circus – Gumby Loses His Mind* will be along in a moment. Any... second... now... I'm sorry, we've just heard that the review took the wrong turnoff from the M4 and won't be with us this month. Instead, here is a much requested repeat of the contents page.

Mun'y Pyfon'z Flyin' Shircush – ahem – stars DP Gumby, flower arranger and award winning fish fancier, in a touching story of almost human tragedy.

How do you avoid exploding kittens, upper class twits and still get your spam?



During routine brain surgery, Gumby's head explodes, allowing his brain to escape. It splits up into four pieces to avoid recapture and the segments head out (pardon the pun) into the Big Wide World. The Big Wide World has a lot more to offer the brain bits than Gumby's head, which was uncomfortably cramped and not wide at all. A distraught Gumby sets off to recover the four rogue chunks of grey matter, armed only with a supply of fish and his intimate knowledge of the world's most popular cheeses. The four brain bits are hidden in different parts of the surgery and can only be coaxed back if Gumby collects sixteen tins of Spam for each of them. To keep his energy up during his search, Gumby can grab eggs, Spam, beans, Spam and sausages. And Spam.

His journey begins in the plumbing, through which a fish-like Gumby must swim, avoiding or fish slapping the deadly Norwegian Blue parrots, helicopter feet, vikings with exploding heads, half-bees, vicious Stay Left signs and flying hamsters. Shooting at the vast stockpiles of cheese that litter the surgery helps to reduce Gumby's score (yes, you start off with a score of 99,999,999 and the better you play, the lower it gets). Sometimes, cans of Spam, Spam and Spam are hidden away within the cheese stores, so it's worth flinging a few fish in their direction. Firing fish into certain pipes often releases hidden Spam or opens new pipes.

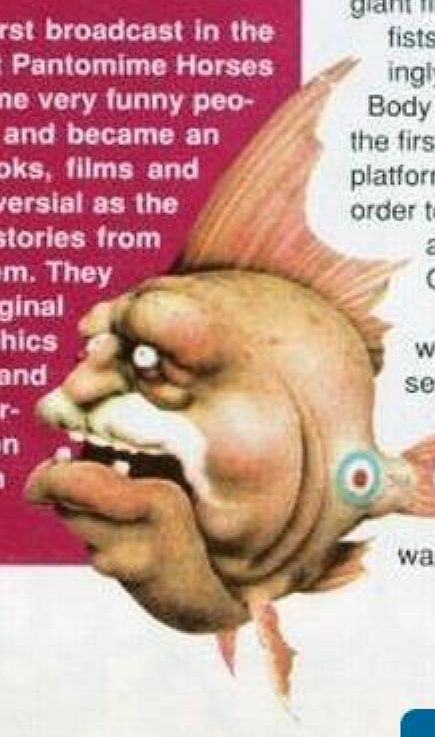
Searching a screen thoroughly can lead to finding a bonus screen in which Gumby's fish-body turns into a massive foot with which he hops around, trying to collect the free Spam, sausages, Spam, eggs Spam, beans and Spam balanced precariously on descending and ascending cheesey platforms. The nearer Gumby gets to the end of a level, the tougher the baddies blocking his path – such as members of the Spanish Inquisition (bet you didn't expect the Spanish Inquisition!) who lob exploding fluffy pillows all over the place.

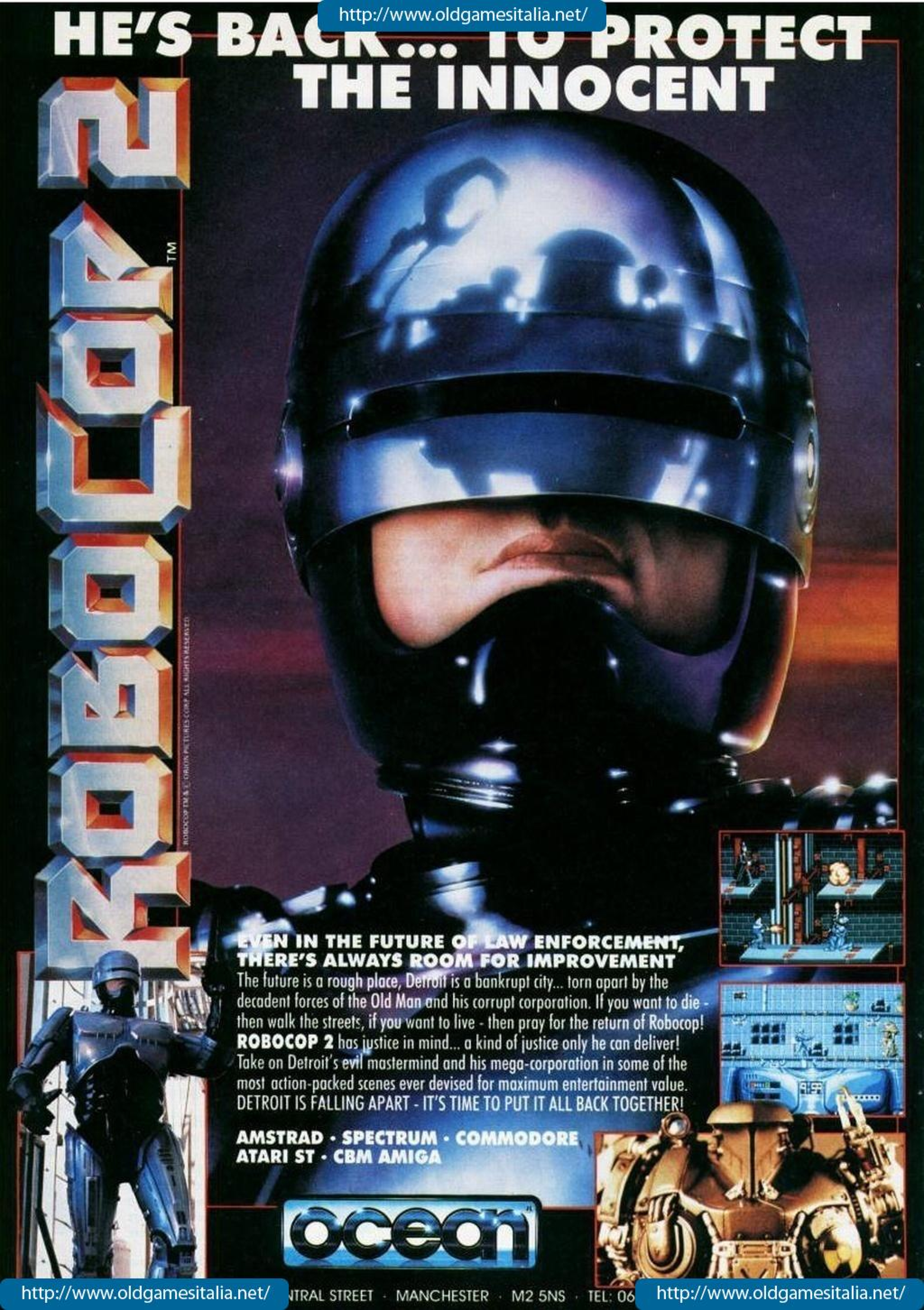
Once you get past the first level you encounter indestructible bouncing heads, giant fingers, airborne mouths, pulverizing fists and gnashing false teeth. Not surprisingly, this is known as the Parts of the Body Level. It requires more thought than the first level because the cheeses act as platforms which Gumby needs access to in order to pick up the Spam. Think! How do you avoid cute exploding kittens and Upper Class Twits and still get your Spam?

The last two levels consist of one in which our hero is transformed into a sexy looking chicken and flies around being harassed by bazooka-wielding angels. The final level is full of oily machinery and conveyor belts that make walking very difficult. If only we could get

In the beginning

The Monty Python story started with a television series, first broadcast in the late sixties. It made absolutely no sense (with sketches about Pantomime Horses being employed by merchant bankers, and so on), starred some very funny people (John Cleese, Michael Palin and Eric Idle among others) and became an instant, if controversial hit. Since then there have been books, films and records, all of which have proved just as popular and controversial as the original show. Because there were so many characters and stories from which to choose, the game designers wisely ignored all of them. They chose instead to have a game with the flavour of the original series, incorporated some of the best known jokes as graphics (Cheese Shop and Fish Slapping sketches, for example) and made the graphics themselves recreate the amazingly silly cartoons of American Python, Terry Gilliam. This brilliant decision means that they can bring out another game with Pythonesque overtones in the future. Probably...




HE'S BACK... TO PROTECT THE INNOCENT
ROBOCOP 2™
ROBOCOP TM & © ORION PICTURES CORP. ALL RIGHTS RESERVED.
ocean

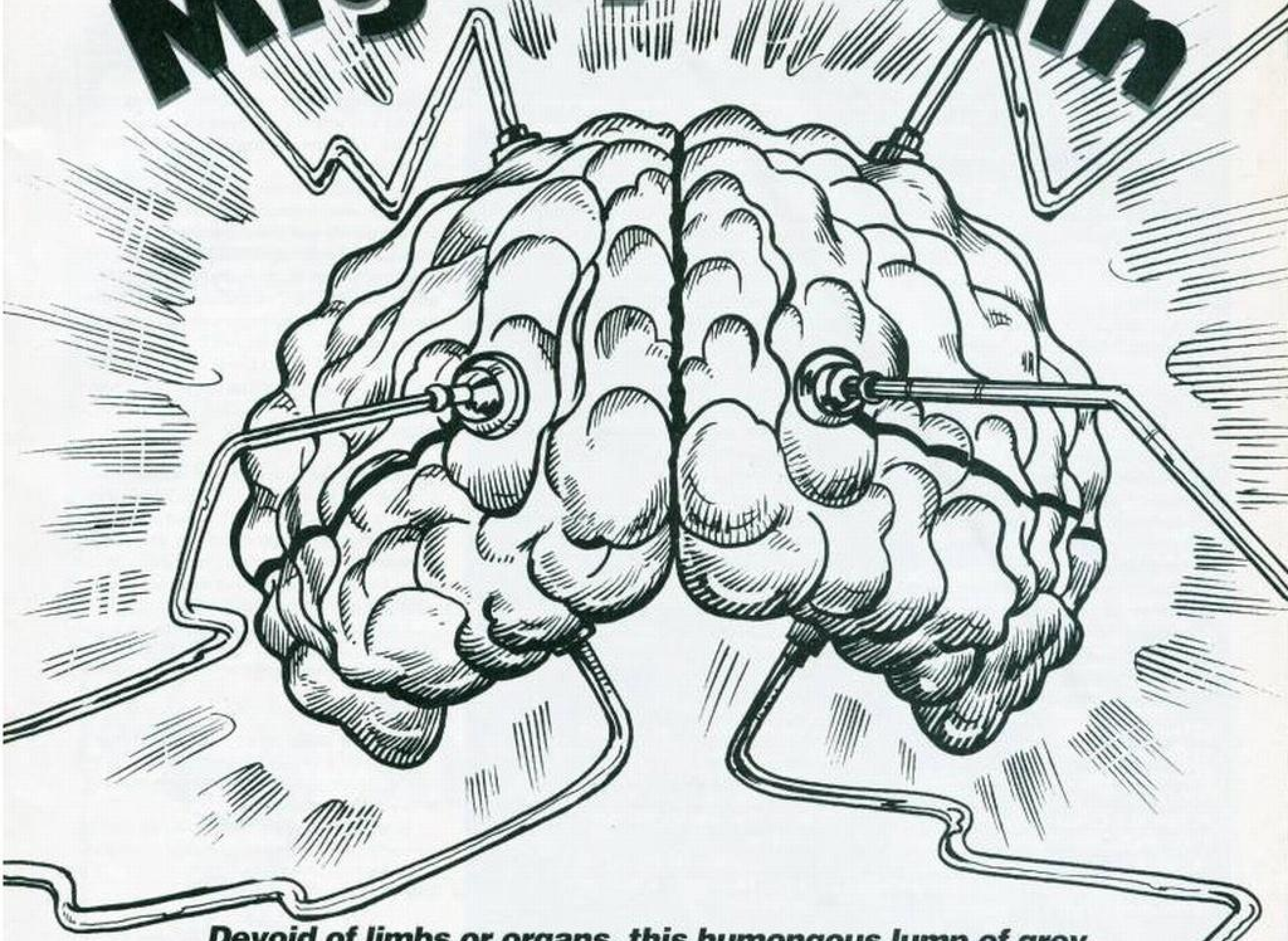
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT

The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop! **ROBOCOP 2** has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. DETROIT IS FALLING APART - IT'S TIME TO PUT IT ALL BACK TOGETHER!

AMSTRAD · SPECTRUM · COMMODORE
ATARI ST · CBM AMIGA

NTRAL STREET · MANCHESTER · M2 5NS · TEL: 06

The Mighty Brain



Devoid of limbs or organs, this humongous lump of grey matter knows all (as long as he's awake or not watching telly). If you have a burning desire to ask a question, why not write to The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW

Hello *Commodore Format* readers and welcome to the most powerful, informative and stupendous letters section in the known Universe. Allow me to introduce myself: I am The Mighty Brain. All seeing, all knowing, all powerful. I have an IQ one less than infinity and live in a jar.

As the foremost member of the 'illustrious' *CF* team, I felt that my limitless talents would be best put to use in answering readers' queries. (I actually decided this about four thousand years ago but that's another story...)

I was dead chuffed to hear about a new C64 mag, since I'm a keen C64aholic and the other mags are either crap, or spend too much time waffling on about the Amiga.

I would like some information on Commodore's new games console. I've heard it's the same as the C64, so will the cartridges be able to plug straight in?

J Fox, Middlesex

The C64 Games System as it's known is indeed utterly and totally compatible with the C64. This means that any new games that are released on cartridge will be able to plug directly into the C64 without any modifications whatsoever.

For the full low-down on the Games System, turn to page 48, where the single brain-celled CF 'team' have managed to cobble together an overview of the new console. But don't expect very much, because they didn't ask me to write any of it.

TMB

Well done for launching another C64 mag – at least now I have a couple to choose from. Anyway, what I want to know is are you going to be covering Amiga stuff as well as C64. I like to know what's happening on the 64's big brother, but I don't want to read Amiga reviews and stuff, because I haven't got one.

Well not yet, anyway.

Ian McGregor, Edinburgh

THE GALLUP CHARTS

To keep a track on what's hot and what's not, here are the top 20 charts for full price games (£4.99 and above) and budget games (£4.99 and below).

FULL PRICE TOP 20

In among this month's offerings there just the odd one or two footie games... Well, OK, there are nine. Just goes to show you lot really do like football, don't you?

Ocean have a strong showing with no less than seven entries, including the numero uno.

1 *Shadow Warriors* – Ocean
2 *Turrican* – Rainbow Arts
3 *Italy 1990* – US Gold
4 *Vendetta* – System 3
5 *World Cup Soccer '90* – Virgin
6 *Manchester United* – Chrysalis
7 *Kick Off 2* – Anco
8 *International 3D Tennis* – Palace
9 *Football Manager World Cup* – Addictive
10 *Emlyn Hughes International Soccer* – Audiogenic
11 *Kick Off* – Anco
12 *Operation Thunderbolt* – Ocean
13 *Robocop* – Ocean
14 *Chase HQ* – Ocean
15 *Adidas Championship Football* – Ocean
16 *Flimbo's Quest* – System 3
17 *Gazza's Super Soccer* – Empire
18 *Batman – The Movie* – Ocean
19 *F16 Combat Pilot* – Digital Integration
20 *Rainbow Islands* – Ocean

BUDGET TOP 20

There's a mix 'n' match of original software and re-released games in the charts these days, with some classic oldies reappearing, such as *The Last Ninja* (what a bargain!), *Indiana Jones And The Temple of Doom*, *Wonderboy* and *Impossible Mission 2*. Budget buyers have really never had it so good!

1 *Pro Boxing* – Code Masters
2 *Paperboy* – Encore
3 *Fantasy World Dizzy* – Code Masters
4 *Match Day 2* – Hit Squad
5 *Quattro Sports* – Code Masters
6 *Yogi's Great Escape* – HiTec Software
7 *Road Blasters* – Kixx
8 *The Last Ninja* – Alternative
9 *Big Trouble In Little China* – Alternative
10 *Dragon's Lair* – Encore
11 *Indiana Jones and the Temple Of Doom* – Kixx
12 *Jack The Nipper 2* – Kixx
13 *The Vindicator* – Hit Squad
14 *Escape From Singe's Castle* – Encore
15 *Impossible Mission 2* – Kixx
17 *Ruff and Reddy* – HiTec Software
18 *Rock Star Ate My Hamster* – Code Masters
19 *Wonderboy* – Hit Squad
20 *Daley Thompson's Supertest* – Hit Squad

This chart is compiled by Gallup Ltd.

(c) European Leisure Software Publishers Association Ltd 1990.

(Surely now there is only one C64 mag to choose from?) I can assure you that the Amiga will be covered only when the information has a direct effect on the C64. For instance, if a game is in production and the Amiga version appears first, we'll show you a screen shot or two to give you an idea of the game style. There will, however, be no Amiga reviews as such. If you want them, read an Amiga mag (like Amiga Format for instance: it really is jolly good). Commodore Format *is for devoted C64 and console owners only. Of that you can rest assured. The Mighty Brain has spoken.*

TMB

Could I say that if there are any C64 contacts who want to swap demos, tips etc, they can write to Darran Wesson, 184 Stannington Road, Malin Bridge, Sheffield 6, S6 5FQ?

D Wesson, Sheffield

No, I don't think so.

TMB

Could we please have some 'type-in' games, as we used to have in CU *(who? – TMB)* with those 'easy to enter' instructions?

In reference to the game on the cover of the mag, will these all be the same and will there be a method for getting the game exchanged if it is one that the purchaser already has?

Vic Brown, Southend-On-Sea

The trouble with type-ins is that they take up masses of room and are invariably poor. We think it's far better to include some decent games on the cover tape, save us about 12 pages of machine code and you three days typing them in.

However, there will be some smaller type-ins in the techy section, so that you can fiddle around with various internal workings of your C64 ('oo-er', as you humans seem to like saying).

The games on the cover tape will be the same for all cover tapes that issue (we can't really afford to produce 60,000 different tapes!) and I'm afraid you won't be able to swap it for something else (we can't afford to exchange 60,000 cassettes every issue!).

TMB

I was wondering as to whether you would be having any articles like those in Amiga Format, on graphics, music and programming; stuff like that.

One aspect I would like to see covered would be vector graphics on a C64 (using comparatively fast line drawing) as I find them very interesting and would like to experiment with them myself but I don't hold any of the formulas necessary for line drawing etc. Is it possible to give the source code to any such routines as well?

I would also like to know whether or not demos you receive will be put on the cover tape and perhaps a few CNET demos too.

Alun Jones, Anglesey

We will be doing some of features you mention and the item on vector graphics sounds pretty hot to me (I had an interest in the field back in the late 1700s but, of course, there weren't any computers around then). Are there any programmers out there who fancy providing some words and code?

As regards demos, it's possible we might put a few on the tape – but this depends on how many we get sent...

TMB

I have a few suggestions – why not start a comic strip? It would brighten up the magazine and give readers a break from reading reviews and features.

How about a cover disk, now and then – so many C64 owners have a disk drive and not a data recorder.

Nik Owens, Chidham

A comic strip sounds like a neat idea. It's obvious that I'd have to star in it, though, because the rest of the 'team' haven't learned to walk on their hind legs yet. A strip about them would therefore be unbelievably dull. Why don't all the people who would like myself, The Mighty Brain, to star in a comic strip, write in to me and say so.

It just so happens I spent a few seconds last week memorising the names and addresses of all the C64 owners in Britain and I just happen to know that there are far more tape owners than disk owners. In this case, it seems a tad silly to upset the majority of readers by putting something on the cover which only a few people can use.

TMB

(P.S. I really used to enjoy your bit on Crimewatch U.K.)

Having seen the advert heralding the launch of a new magazine for the C64 I would be interested to know why on earth the public needs another? Surely the market is swamped with this sort of publication. And besides, aren't 64 owners a dying breed anyway?

M Bryant, High Wycombe

Ho Hum, you must have about as much brain as I have brawn. Read and absorb:
1) There is currently only one (count it) magazine which is solely for the C64, the others also include Amiga material which, frankly, not everyone wants to read about.
2) Large numbers of C64s are still being sold as they represent good value and provide an excellent introduction to the world of computers (and remember, not everyone can afford the more powerful machines).
3) With the advent of the 64 console, the pool of available games is about to become even bigger and better (the new console cartridges are completely compatible with the C64 computer).

'Nyaa, so there!' I think is the phrase.

TMB

A new mag, bravo, but how do you justify the two quid price tag? Although I'm hopeful that your efforts will be more than adequate, I feel that the price may well put people off buying it in the first place, in which case they'll miss out on any goodies there might be inside.

Karen Flynn, Winterhill

Well not all the goodies are on the inside of the new mag. Each month we'll be having a cassette on the cover which contains delights a-plenty. To do all this for any less than £1.95 we'd have to be a registered charity. If anybody doubts the value after seeing this issue, drop me a line. I'll read it, ponder the arguments – then burn it.

TMB

Is your magazine going to be bland, messy, difficult to read, ugly, a rip-off and more useful as loo roll than a computer rag?

A currently dissatisfied C64 owner

In a word, no. Commodore Format *has a pedigree that a Cruft's champion would be proud of. Future Publishing (the company that produces CF) was originally set up by Chris Anderson and Bob Wade, the founding members of ZZAP!64. The company currently produces 10 newstrade magazines – all of which are market leaders (God knows how!) – and sells more home computer magazines than any other company in Britain (so ptprtptprtpth to everyone else).*

The CF team consists of no less than four ex-members of ZZAP!, two of ACE and one of CU. (Hold on, that's seven! – Ed)

Commodore Format *has simply been launched to provide the magazine that 64 owners have been deprived of for the last two years.*

Even I'm impressed (well, almost).

TMB

I look forward to the launch of your new magazine (God knows, we 64 owners need one), but I would like to ask if the freebies on the cassette will be available on disk as well, as I'm a bit of a disk snob. After all, I did fork out for the disk drive so why should I suffer tape?

Sam Blanchard, Shropshire

The cover games and demos aren't protected (what's the point when we giving away 60,000 of them?), so I suggest you go out and buy a Power Cartridge or Action Replay cartridge so that you can make disk copies of our cover cassette. In other words, the freebies will not be available on disk. I'd apologise but that's not the sort of thing an omnipotent being does.

TMB

When I saw the ad for your new magazine I immediately put pen to paper figuring that as mine is bound to be the first letter received, you'd give me a year's free subscription. How's about it?

On-The-Ball of Stockport

Actually Mr Ball, yours was the 812th letter we received. Also I detest your horrendous mis-use of the English language such as 'figuring' and 'how's about it', so if you'll allow me to descend to your level of speech, it looks like yer gonna get zip.

TMB

I have just failed my Chemistry 'GCSE' exam and was wondering if you could enlighten me on molecular bonding theory. I get very confused whenever Hydrogen bonding crops up. Can you help?

Gareth Lloyd, Upminster

Of course Gareth. Take the simplest case of water for instance – since the Oxygen atom – All right, all right. I think that's quite enough overbearing omnipotence from Brain for one month. Put him back in the cupboard will you Andy?

It ain't easy ya know. – Ed.

NEXT MONTH – Well, after a thoroughly thrilling and fun-packed first issue of Commodore Format, we've decided to do another one...

So, just what have we got lined up for you? That's a very good question. (Er... what *do* we have lined up for the next issue?)

Oh yes! We've a cracking demo of *Days Of Thunder* on our cover tape. Step into the Cruisemobile and feel the need... the need for – oh-oh, wrong movie).

Alongside this, we'll be having a playable slice of *Lords Of Chaos* – one of this month's Corkers! Not only that but we've a couple of very special full games on there too. To find out which ones they are, you'll just have to wait and see...

Please Mister (or Missus) Newsagent, please reserve my copy of COMMODORE FORMAT each month. For without it, I don't know what I'd do...

MY NAME ______________________

MY ADDRESS ______________________

____

____

____

____

We'll have enough exclusive reviews and previews to fill a very large box, including (hopefully) *Teenage Mutant Ninja (Hero?) Turtles, Dick Tracy, Days Of Thunder, UN Squadron, Iron man, SWIV, Loopz, Orcus, Creatures, The Spy Who Loved Me, Greg Norman's Ultimate Golf, St. Dragon, Supremacy, Judge Dredd, Special Criminal Investigation, Golden Axe, King's Bounty* – oh the list just goes on and on. And on.

And, of course, we'll have the full range of wonderful wregulars and fwrilling features: The Mighty Brain is gonna be wheeled into the sunlight once more to answer readers' letters; our resident tech-head, Paul Lyons, will be answering more of your silicon-based problems; Andy D is busy organising another massive tip-packed GameBusters, including the conclusion of the vast *Super Wonderboy* players' guide; Roger Frames... well, the less said about him the better; and of course, two more readers will run The Gauntlet.

CF2 – on sale, October 13th. We hope.

Commodore Format issue 2. It'll be better than issue 1. Probably.

My God- It's Full Of Stars!

Win A Telescope, 20 Glow Stars and 50 luminous Yo-Yos from Accolade!

Star Control, Accolade's new space-combat strategy wargame, is set in deep, deep space. It's very dark and very deep. And there are lots of stars all whizzing around and stuff.

If you'd like a taste of outer space but don't really fancy all that leaping around in hyperspace, chucking up in zero gravity and getting shot at, why not get a telescope and see the sights of the Universe from your back yard? Or failing that, you could stick some Glow Stars up in your bedroom, and let the Universe come indoors for a change!

Whaddya mean you can't afford it? Oh. Well, we'd better give it away then hadn't we? Actually, it's Accolade who are giving all these goodies away. As well as a superb telescope (20x magnification with a 60mm objective lens - that's some mean hardware!) for the first prize winner and 20 sets of Glow Stars for the runners-up, they've also got another 50 fluorescent yo-yos for the runner-runners-up. Anyway, there's all this kit just sitting there, right, waiting to be owned by somebody. And all you've got to do is:

Pretend you are a god taking part in Channel 4's *Star Test*. You must choose five words from the thirty below, which best describe yourself as an incredibly important universal deity of never-ending proportions.

PUNCTUAL CLEVER OMNIPOTENT ARGUMENTATIVE
SHY SILLY CLEAN-SHAVEN MIGHTY CHARMING
SMART BRAVE WITTY UNCARING SELFISH INDECISIVE
BLUE INTELLECTUAL VIOLENT OVERDRESSED
IMMORTAL ALL-SEEING SPORTING WOODEN UNTIDY
RACY CLUMSY LONELY BORING FRIENDLY POWERFUL

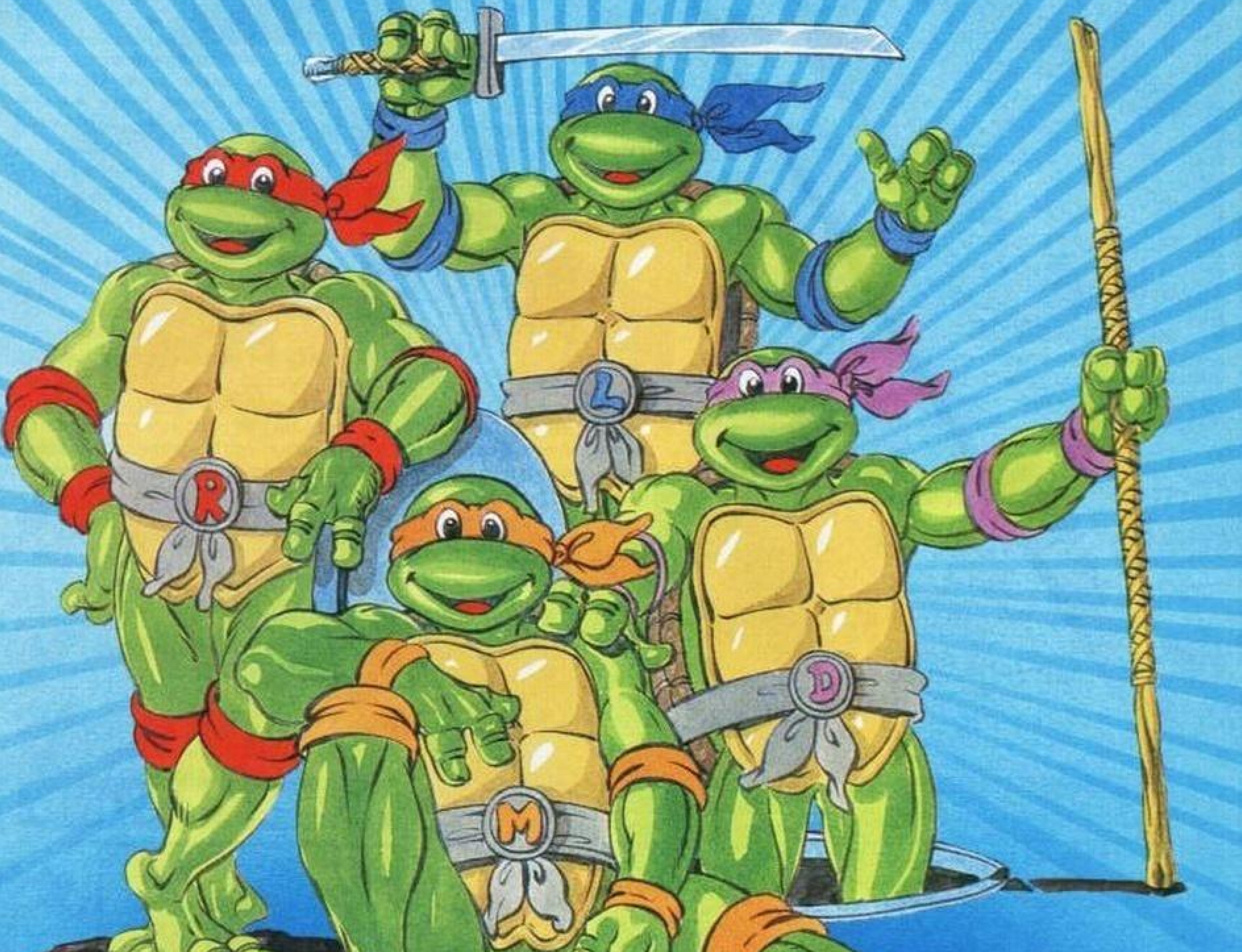
Once you've decided on the selection that best describes the ultimate being that you are, whack 'em down on a postcard or sealed envelope, includ your name and address, and send it to:

"My God. It's Full of Stars!" Competition,
Commodore Format, 30 Monmouth Street,
Bath, Avon BA1 2BW

Your entry has to be with us by the tenth of the tenth (that's the 10th of October, dillan) and then we'll announce the winners (all 71 of 'em) in C issue 3.

The 71 most humourous and/or entertainin entries will all go into a box for the grand prize picking session. And the Ed's decision is final, in a supreme being-sort-of-way.

TEENAGE MUTANT HERO TURTLES™



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.

image WORKS

Teenage Mutant Hero Turtles,™ April O'Neill,™ Shredder,™ Heroes in a Half Shell,™ Mouser,™ Bebop,™ Rocksteady™ are all registered trade marks of Mirage Studios, USA. ALL RIGHTS RESERVED.
Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, USA.
Published by Mirrorsoft Ltd. under licence from Konami® and under sub-licence from Mirage Studios, USA.
Konami® is a registered trademark of Konami Industry Co. Ltd. © 1989 Konami. © 1990 Mirrorsoft Ltd.
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071 928 1454. Fax: 071 583 3494.

KONAMI

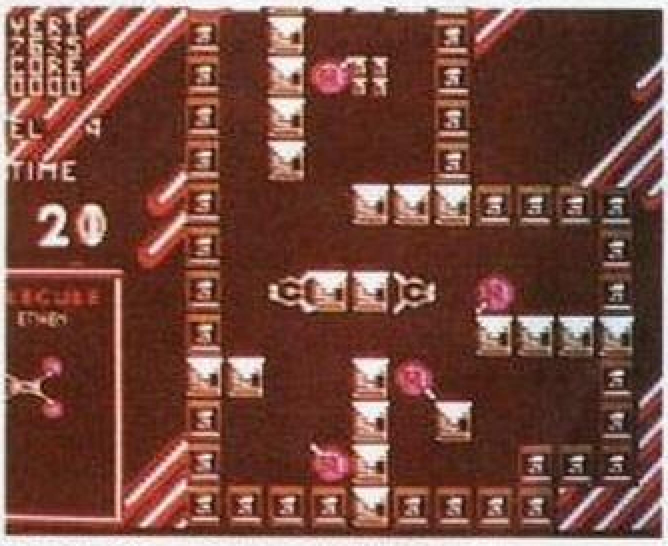
Atomix

those slippery atoms just skate across the floor

Off we go with the Chemistry lesson. What do two 'H's and an 'O' make? (Long pause). *Er... OHH? Um – HOH?* No, no, no, you dolt! It's water. H_2O! Oh (eau?). Right, let's try another. What do a 'C' and four 'H's make? (Even longer pause). *Gorrit! SCHHHHweppes tonic water. Erm... Coffee. No? Tea. Milkshake!*

Groan. Don't worry if you don't know your methane (CH_4, by the way) from your elbow. Anyone expecting to find a boring educational chemistry prog can breathe a sigh of relief. This is definitely a game – and a vicious one at that.

It is a puzzler, though, so if you're the sort of bloke – or blokess – who wouldn't play a puzzle game if it was the only game to survive a nuclear holocaust, this might be a good point to slide off and read something else... Right, now that we've got rid of the dimbo laserheads amongst us, here are the ingredients:

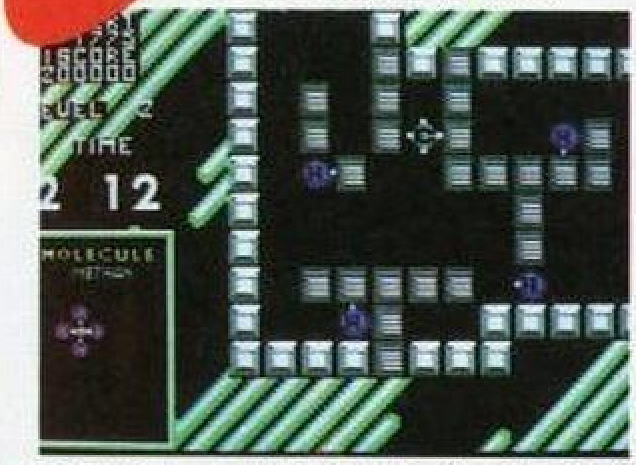


Here's the easy-peasy first level, where you've got to make some water. See if you can work it out yourself...

Atomix is a tricky test of strategic thinking, where you are tasked with the bonding together of atoms in the correct formation to make molecules.

These atoms are all lazing around inside maze-type constructions. Only once you've managed to rebuild the molecule (shown on the left), does each atom flare up and disappear, clearing the way for the next level.

You can move individual atoms around by selecting them with the cursor and then pushing the joystick in whichever direction you want them to go. However! These slippery atoms just skate across the floor and don't stop until they hit something – like a wall or another atom; you can't just stop them in mid-shove. Unless you plan your moves very carefully, atoms can oftenb end up in awkward positions where they can't be easily retrieved.



Following a relatively simple first level, the second one really kicks the grey cells up the bum. Here, methane is your molecular target

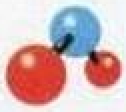
And as if this cerebral stuff wasn't enough, there's also a time limit. If you don't successfully build the molecule before the time zeros out, you have to start again from the first level. Ouch! Complete the level and the time remaining is swapped for points. With enough points you can buy extra time for any level you fail to complete, giving you a second chance when you muck up. This acts pretty much like a continue option – and a darn useful one, too!

Each of the 30 mazes takes up a single screen, and while the visuals aren't going to win any design awards, the artist hasn't over-compensated by using wild or complex colour schemes. It looks OK and moves well – what more do you want?

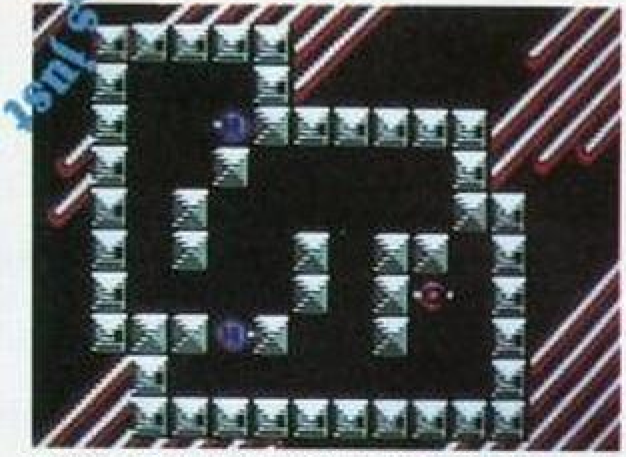
How 'bout some sound? Well, *Atomix* comes with a few smart loading tunes to soothe your troubled mind. However, the soundtrack will have you gnashing your teeth when it repeats for the hundredth time!

If you warmed to the game *Soko Ban*, then *Atomix* will send you critical! It's more of the same – but with an even more warped sense of humour.

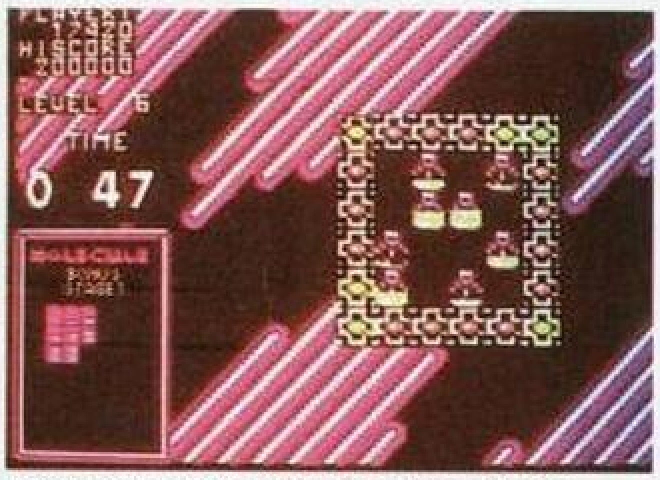
The puzzles are devilishly fiendish, but once conquered stay that way. If you finish all 30 levels (which isn't the Mission Impossible it might sound), there's little point in going back to it, except to try again on a harder setting (and you're hardly likely to do that now, are you?).



STEVIE J



The main trick with the tougher puzzles (this one's level 4) is to pinpoint an area large enough to actually hold the completed molecule!



After every fifth level, there's a titchy bonus round where you can earn extra points. Move the glass flasks into the same order as shown in the panel. Easy

Game	**Atomix**
Maker	**Thalion**
cassette	**£9.99**
disk	**£14.99**
cartridge	**Not avaliable**

POWER RATING

- Starting right from the beginning every time is a real pain
- Main soundtrack is too repetitive
- It won't take too long to finish – and after that, well...
- Useless two player option

100

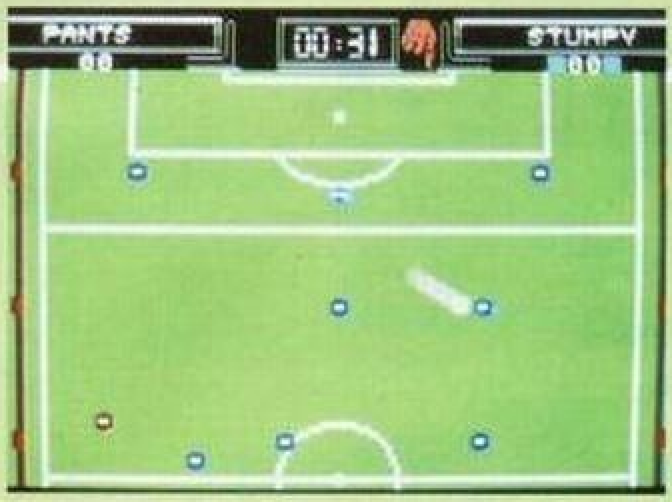
78%

0

- **Clear, colourful screens with neatly drawn atoms**
- **Cursor control method is smooth and responsive**
- **Three decent soundtracks – a loading tune, an inter-level ditty and the main soundtrack during play**
- **Friendly disk version saves scores to floppy**
- **Amazingly addictive – the superbly designed levels will have you tearing your hair out!**
- **Single cassette load makes life easy for non-disk users**
- **Continue option eases the pain**

'CF – The even funnier mag'. October 1990, no less than!

Subbuteo



That streak isn't a printing fault but an action shot of the blue team making a pass...WOW!

For years now, apparently normal people have been shunting small plastic football figurines around a felt pitch in the name of fun. Nevertheless, this bizarre practice is as popular as it ever was, and has now made the transition from tabletop to computer relatively unscathed.

For those uninitiated with the mystical ways of *Subbuteo*, the game is normally played on a large felt pitch and, using similar rules to humanoid football, the players flick the playing pieces (small Lineker effigies mounted on hemispherical bases) in order to score goals. In the 64 version the pitch is accurately reproduced but the players appear as small blobs on a plan view of the pitch.

closer to a skillful match than a friendly kick-about in the park

When you're in possession of the ball, the directional control of the playing piece is much the same as many of the snooker simulations around. A marker has to be rotated around the player to determine the direction of the shot, after which two bars appear. Modulate these to set the power and spin of the flick to be played. This may sound simple in theory but it's easy to mis-flick the player and send him careering in a large ungainly arc, totally missing the ball. If this occurs, or the ball hits an opposing player, or your player touches an opponent, possession is lost.

Each time a player attacks, the defending party is given an opportunity to move his pieces into a better defensive position, thus preventing any one player from keeping possession indefinitely.

This is basically the same method by which all mini-footballing moves are carried out. But despite this slow progression of moves, this method of play does yield a remarkably realistic game of *Subbuteo*.

Once you've got the hang of it you can take advantage of the three skill levels available or play in a league against either the computer or up to eight of your friends. If you choose to play the computer league you also have the option to either watch the computer v computer matches or just skip to the results (viewing matches can get as tiresome as seeing the 800th crying Gazza T-shirt drift past). Other useful options include being able to change the length of any match (anything from one to forty five minutes per half), view fixtures, view league or save league. Everything you need, in fact.

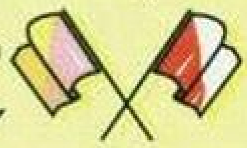
The basic graphics don't really let *Subbuteo* down when you think that fancy screens would be wasted with a game more tactical than action packed. What at first seems like dull gameplay soon becomes completely engrossing. It's gt the kind of appeal that should last all season.

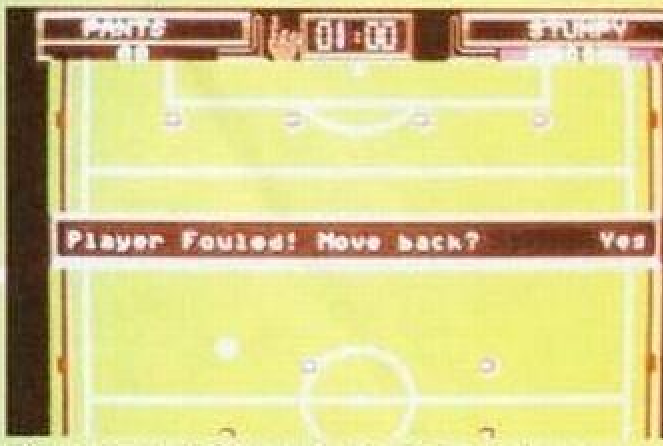
Game	**Subbuteo**
Maker	**Electronic Zoo**
cassette	**£9.95**
disk	**£12.95**
cartridge	**Not avaliable**

For that completely unrealistic soccer atmosphere, you can have the moody soundtrack thumping away. Alternatively, you can simply savour spot effects.

For the football purists who are left cold by the action type soccer sims around, this may be exactly what the doctor ordered, a tactical brain teaser that comes closer to a skillful match than a friendly kick about in the park. Hardened *Subbuteo* freaks won't be insulted by this careful conversion to computer but they may not get overly excited either. It would be wise to try before you buy and if you like what you see, get out on the pitch and flick ass.

ANDY





Player Fouled! Move back? Yes

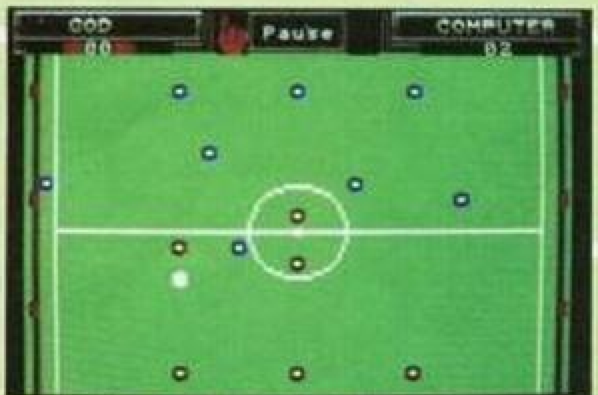
The sort of play that gives the game a bad name. Unlike real Subbuteo, you can't argue with the ref

POWER RATING

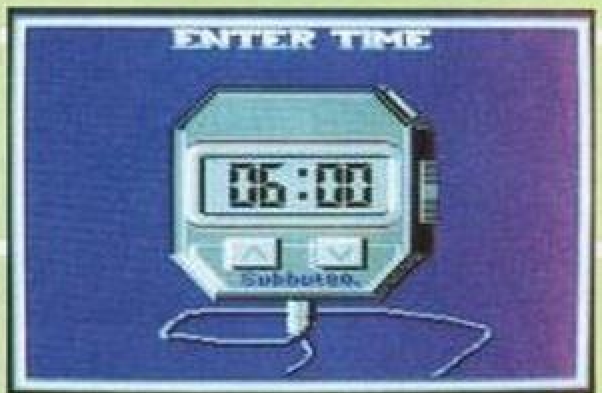
- Bland visuals are unappealing
- Lack of a realistic 3D environment could prove dissapointing to fans of the real thing

79%

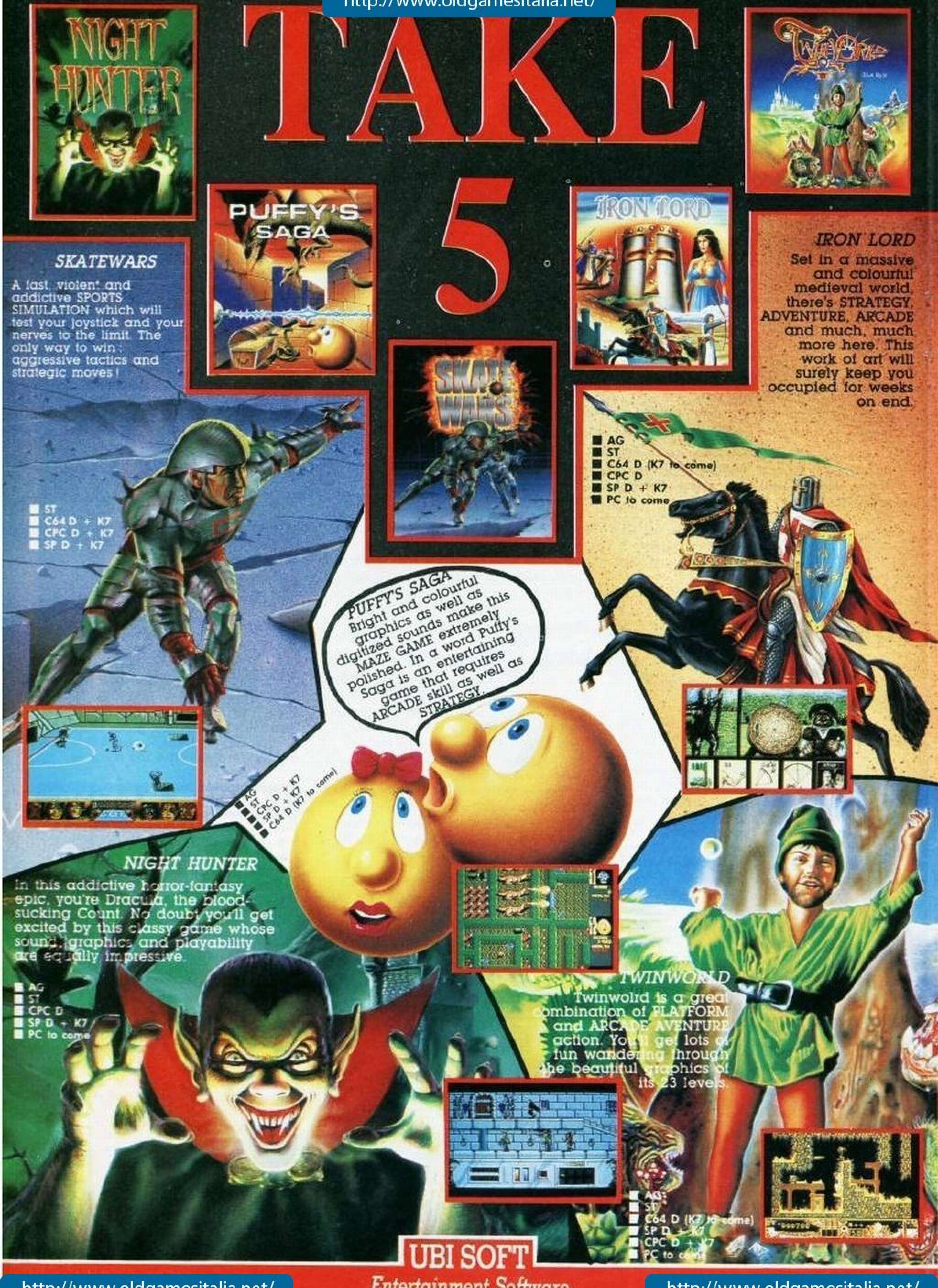
- As faithfully reproduced as it could have been
- Flick system requires skill but has been very well implemented
- Challenging league option
- Multi player facility allows a barrel of laughs with friends
- Tactical gameplay is a welcome break from arcade-like footie
- Three difficulty levels ensure plenty of extra time
- Computer opponent also makes mistakes, making gameplay more realistic
- Adjustable game length is a real sanity saver
- Oodles of game-changing options to sustain the interest



The red team are making a stunning attack up the left wing – and is destined not to make it



Wot a swanky stop watch, this useful item allows you to change the duration of the match



TAKE 5

SKATEWARS

A fast, violent and addictive SPORTS SIMULATION which will test your joystick and your nerves to the limit. The only way to win : aggressive tactics and strategic moves !

- ■ ST
- ■ C64 D + K7
- ■ CPC D + K7
- ■ SP D + K7

IRON LORD

Set in a massive and colourful medieval world, there's STRATEGY, ADVENTURE, ARCADE and much, much more here. This work of art will surely keep you occupied for weeks on end.

- ■ AG
- ■ ST
- ■ C64 D (K7 to come)
- ■ CPC D
- ■ SP D + K7
- ■ PC to come

PUFFY'S SAGA

Bright and colourful graphics as well as digitized sounds make this MAZE GAME extremely polished. In a word Puffy's Saga is an entertaining game that requires ARCADE skill as well as STRATEGY.

- ■ AG
- ■ ST
- ■ CPC D + K7
- ■ SP D + K7
- ■ C64 D (K7 to come)

NIGHT HUNTER

In this addictive horror-fantasy epic, you're Dracula, the blood-sucking Count. No doubt you'll get excited by this classy game whose sound, graphics and playability are equally impressive.

- ■ AG
- ■ ST
- ■ CPC D
- ■ SP D + K7
- ■ PC to come

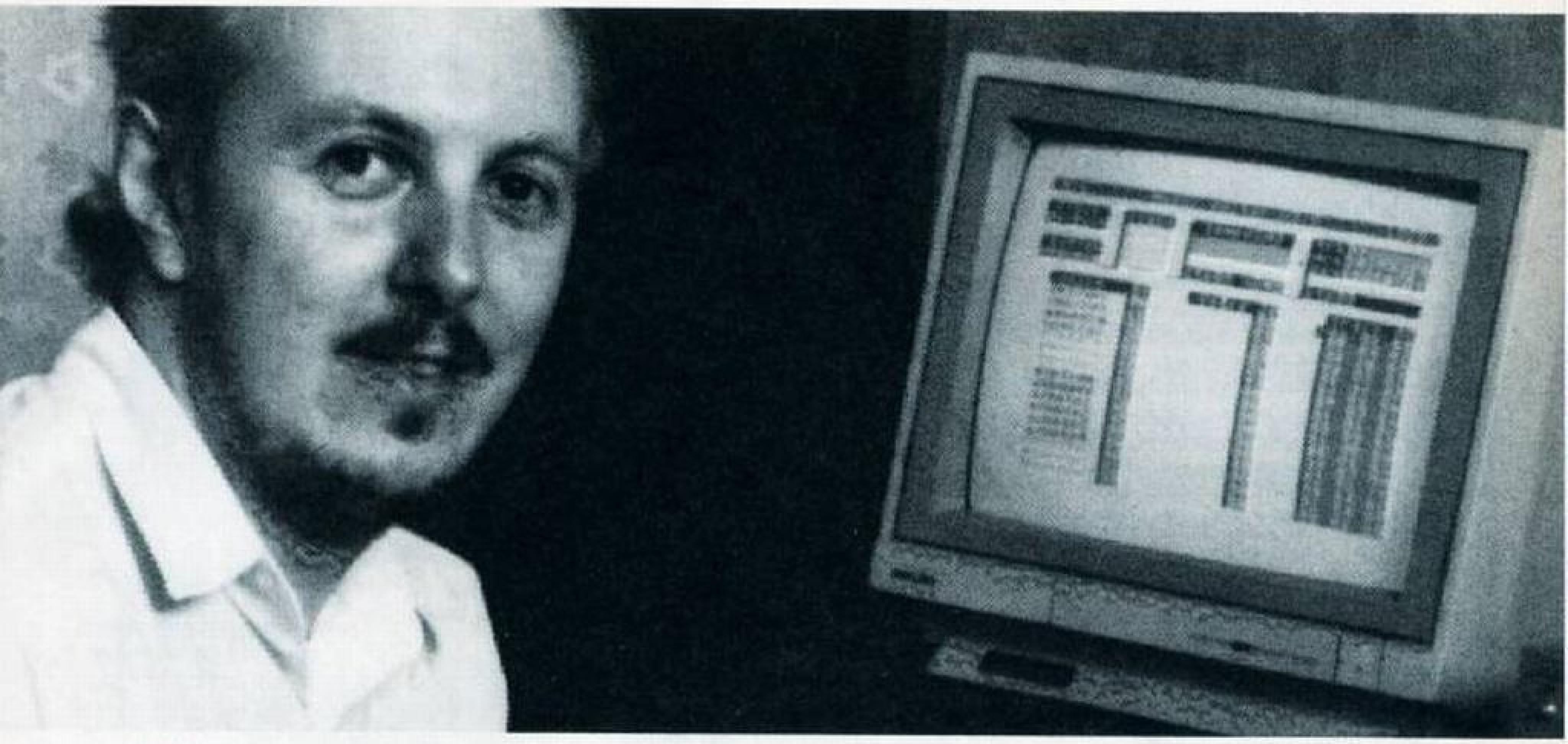
TWINWORLD

Twinwolrd is a great combination of PLATFORM and ARCADE AVENTURE action. You'll get lots of fun wandering through the beautiful graphics of its 23 levels.

- ■ AG
- ■ ST
- ■ C64 D (K7 to come)
- ■ SP D + K7
- ■ CPC D + K7
- ■ PC to come

UBI SOFT

Entertainment Software



keyboard to code

Load up your cover tape and listen to the music on Revoultion. Sounds pretty good, dunnit? But how do you go about creating those nice noises? MARTIN WALKER describes the agony and the ecstasy of making music and sound effects for the C64

Describing your job as Computer Musician may give many people the image of an easy life – playing keyboards all day and watching videos (waiting to hear that perfect but elusive sound effect). In practice, it's more likely that the end of a working day could see you with a headache after listening to the same tune for twelve hours! The life of the musician tends to be rather faster paced than that of his programming counterpart, since he may get involved with several different projects in a single month.

Good ears are essential (go and look in the mirror!), as well as a quiet environment. The only other thing to remember is – if everything is falling apart don't forget to whip out the microphone and sample it!

EAR, WHERE DO I START?

Getting inspiration for an original soundtrack can come from many sources. Often a single 'hook' idea can generate several tunes – a martial snare rhythm for a military wargame; a weird sound effect for a cosmic epic. I always tend to start with the title music, since this is the most important mood setting piece.

So much atmosphere can be generated if the opening credits feel like those of a film and so much can be destroyed if your Cobra Mk. II Spacehopper is majestically launched to the wonky accompaniment of a technobop barrel organ!

Quite often though the game you are working with will be an arcade conversion and, unless the original music is pronounced 'iffy' by the software house, it is usually better to attempt to copy the original arcade tunes if at all possible, if only so that coin-op players feel more at home.

Working from supplied audio cassettes or manuscript paper versions of the music needs a completely different approach from original music. Luckily most arcade machines now have a test mode that allows each separate piece of music and sound effect to be played back in isolation and recorded cleanly by itself, although you may be unfortunate enough to receive a recording made with a microphone, complete with added conversations and telephones ringing in the background. People in software houses sometimes don't realise just how excited they get playing the game, and although the tape can prove hilarious to listen to afterwards it does make listening to the finer points of the music a mite tricky. I'm also lucky enough to be able to read musical scores, and since many Japanese companies provide scores with the arcade licence package these can make your work a lot less tedious. The first time I received a score was a bit of a shock though – the pile of paper was more than an inch high! Trying to make sense of the scribbled Japanese comments is sadly rather beyond me, but they do seem to change their minds a lot – I received one piece that was scored in a completely different key and tempo from the version in the arcade machine, so every written note had to be transposed by hand!

THE FRAMEWORK

Breaking down a musical score on tape into individual notes is a bit daunting at first, and everybody will have a different way of coping. I tend to go for the bassline first – this is normally fairly easy to pick out, and it's far easier to check everything else once the foundation is there.

If there's enough 'space' in the music, the drums/percussion comes next, but with the trusty 64 only having three channels it's rare that drums can have their own channel – they have to be incorporated into the other channels as neatly as possible where there is a suitable gap. (In fact, the snare drum is nearly always used on beats two and four of the bar e.g. Bass Drum/ Snare/ Bass Drum/ Snare, and you can often get away with replacing the melody note with the snare at these points without breaking up the melody too much.)

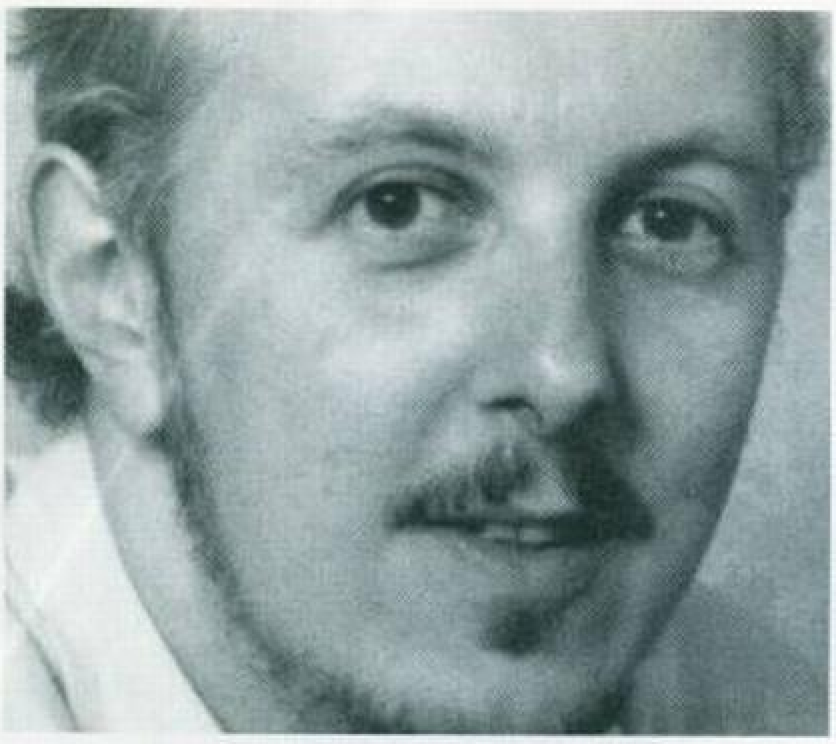
STRIKING A CHORD

Chords and the melody come next – whichever is easiest – to get the basic framework complete. Once these are installed you can start to sit back and listen to the tune as a whole and then decide what needs to be added or changed. Often changing the voicing of a single sound can completely change the overall result.

Extra notes and effects can be carefully inserted into existing channels to fill out the sound if needed. Putting a 'chiff' of noise at the beginning of every bass sound can simulate a hi-hat playing along with the bass and fills out the sound coming from the 64.

I normally find it more useful to perfect the whole of a short section at once before moving on to the next. Having the facility to start a piece from selected points helps in this area, and saves no end of time when you need to 'hone in' on a wrong note three minutes into a track! Sometimes there may be as many as sixteen notes playing at once in the original score.

Obviously, most computers (even the Amiga) are incapable of playing this many notes without the benefit of an attached MIDI keyboard (more about this later).



Hey, Mister Music Man. Martin Walker shows no signs of having suffered from having received transcripts in Japanese

Chords can be simulated by continuously playing the same short sequence of notes very rapidly, although this does tend to 'break up' the sound if you're not very careful. If you have the luxury of sampling sounds, then the complete chord can be sampled at once. It's not all roses though: samples eat up memory and if you need many different chords it's back to the old methods. The art of reproducing arcade tunes is in being able to get the 'flavour' of the music, even though you haven't got the same ingredients!

Just like any other job, pacing is very important. If you accept a commission you must do your best to meet the deadlines if you want to get any more work from an individual or company. After all, we all know what it's like waiting for a game to arrive in the shops after reading the reviews.

Arcade conversions tend to have more tunes running during the game than originals but transcribing existing music normally takes less time than composing new pieces. If you know that three weeks to finish 15 minutes of music, it doesn't take much brainpower to work out your target for a day. And don't forget that the average single is supposed to last two and a half minutes – that's a target of two singles a week!

THE PILE OF PAPER WAS MORE THAN AN INCH HIGH

WHOOSH AND OTHER NOISES

Adding sound effects is an art in itself. The goal of drawing the player into the game world is impossible to attain if the sounds which are added are unsympathetic to the theme (in other words, it's just like writing music). In an ideal situation, the sounds should be able to tell you what else is happening in the game, even as far as events occurring off-screen in other parts of the game world, such as switches opening doors in another location.

If you are able to use sampled sounds, then records and films can be scoured for suitable noises – but beware copyright problems! In the music business samples grabbed and used in other peoples' records are already the subject of many lawsuits, so you have to be a bit careful. Only today did I spot the famous Star Trek electric door sound used in a rhythm track. Let's hope nobody else does!

Balancing the volumes of each effect is also important. After all, what sounds like a great laser-firing sound may just grate after listening to it for ten levels of the game. In a shoot 'em up I tend to make the main player firing sound fairly quiet unless it has to be heard above a lot of other noises going on in the background.

Some sounds will always be more important than others – and with only three channels you must judge things very carefully. Some people prefer to hear their own mega-laser firing to give a feeling of confidence, especially if the weapon can run out unexpectedly! Others feel that hearing an alien explode or fire is more important, to give them more time to react to the situation.

Every sound must be given a priority, so that more important noises always take precedence. There are various solutions to this problem and I suspect that every 'sound person' uses a different one. I give each sound one of three priorities and test any new sound required to see whether it should override the current one. Most of this has evolved through experience but even so, it soon becomes more complicated if you use effects requiring two or more channels simultaneously, such as 'pseudo-voices' and metallic ring modulated sounds on the 64.

Ultimately, the end result is what counts, and whatever sounds good is good. The perfect priority system is one which is completely transparent i.e. one that you never notice!

MULTIPLE FORMATS

Working with different computers provides what Vic Reeves would describe as 'a refreshing change' but gives you a whole new set of challenges to overcome. I currently work with the 64, ST and Amiga. Moving from the 64 to the ST wasn't as happy an experience as I anticipated, since after all of the different wavefoms and sounds I had available on the 64, the ST only offered me square waves and noise

TV SPORTS FOOTBALL DISC ONLY £7.99

SHOOT EM UP CONST. KIT DISC ONLY £7.99

TURBOSOFT

LORDS OF CHAOS CASS £6.99 DISC £11.99

TIME MACHINE CASS £7.50 DISC £11.99

SPECIALS CASSETTE

Speedball	3.99
Galdregons Domain	3.99
Xybots	3.99
Pacland	3.99
Bored of the Rings	2.99
Toobin	3.99
Running Man	3.99
Straton	0.99
Laser Squad	4.99
Thunderbirds	3.99
Powerdrift	4.99
Cyborg	1.99
Dragon Spirit	3.99
Mr Heli	3.99
Navy Moves	2.99
Weird Dreams	3.99
Barbarian 2	3.99
Steel Thunder	4.99
A.P.B.	3.99
Superman Man of Steel	3.99
Trivial Pursuit	4.99
President	2.99
Pub Games	2.99
Mini Golf	1.99
Time & Magic	3.99
Altered Beast	3.99
Afterburner	3.99
Trivial Pursuit New Begin	3.99
Brian Cloughs Football	3.99
Hunt for Red October	4.99
Firezone	2.99
Annals of Rome	2.99
I.Q.	1.99
Causes of Chaos	2.99
Journey	2.99
Bugsy	1.99
Headcoach	2.99

Game Set & Match 2
Only £8.99 Disc £12.99
Matchday II, Ian Bothams Test Match, Basket Master, Super Hang On, Track 'n' Field, Superbowl, Winter Olympiad, Steve Davis Snooker, Nick Faldo's Open

CECCO COLLECTION
Cass £8.99
Disc £12.99
Exolon, Cybernoid, Cybernoid II, Stormlord

IN CROWD
ONLY £10.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov, Combat School, Target Renegade, Platoon

TAITO COIN OP
ONLY £8.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Slapfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE
ONLY £4.99
DISC £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR
Only £4.99 Disc £10.99
Football Manager, Peter Beardsley's Soccer, World Champions, Handball Maradonna, Soccer Supremo

MEGA MIX
ONLY £9.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

THE BIZ
ONLY £10.99
Operation Wolf, R-Type, Batman Caped Crusader, Double Dragon

30 RED HOT HITS
ONLY £6.99
Ghostbusters, FA Cup, Agent X 2, Kane, LA Swat, Ninja Master, Rasputin Ollie and Lissa, Ricochet, Zolyx, Way of Exp Fist, Dan Dare, Formula 1 Simulator, Brian Jack's Superstar Challenge, Tau Ceti, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Ninja Hamster, Enlightenment - Druid II, Mystery of the Nile, Mega Apocalypse, Magnetron, Morpheus, Frightmare, Traz, Samurai Warrior

CBM64 TOP 50 HITS

	CASS	DISC
Turrican	7.50	11.99
International 3D Tennis	7.50	11.99
Shadow Warriors	7.50	11.99
Robocop	7.50	11.99
Chase HQ	7.50	11.99
Ferrari Formula 1	7.50	11.99
Operation Thunderbolt	7.50	11.99
F16 Combat Pilot	11.99	14.99
Rainbow Islands	7.50	11.99
Batman the Movie	7.50	11.99
Lords of Chaos	6.99	10.99
Man Utd	6.99	10.99
Bomber	11.99	14.99
Adidas Football	9.99	13.99
X-Out	7.50	11.99
Dragon Ninja	7.50	11.99
Flight Simulator II	13.99	26.99
Blood Money	7.50	11.99
Cabal	7.50	11.99
A.M.C.	7.50	11.99
Turbo Outrun	7.50	11.99
Strider	7.50	11.99
Stunt Car Racer	7.50	11.99
Starflight	N/A	11.99
Test Drive II	7.50	12.99

	CASS	DISC
Bloodwych	7.50	7.99
Pipemania	6.99	10.99
Dynasty Wars	7.50	11.99
Castle Master	7.50	11.99
Italy 1990	8.99	13.99
Hammerfist	7.50	11.99
Ghouls N Ghosts	7.50	11.99
New Zealand Story	7.50	11.99
Space Rogue	N/A	14.99
Oriental Games	7.50	11.99
E-Motion	7.50	11.99
Time Machine	7.50	11.99
Impossamole	7.50	11.99
Heat Seeker	7.50	11.99
Murder	N/A	13.99
Untouchables	7.50	11.99
Football Director	6.99	N/A
Cricket Master	7.50	11.99
Treble Champions	7.50	11.99
World C/Ship Boxing	7.50	11.99
Gunship	11.99	14.99
Jack Nicklaus Golf	7.50	12.99
Emlyn Hughes Soccer	7.50	11.99
Project Stealth Fighter	11.99	14.99
Retrograde	7.50	11.99

CBM 64 CLASSICS

	CASS	DISC
3D Pool	7.50	11.99
Sim City	N/A	14.99
Zak McKracken	N/A	12.99
Colossus Chess 4	7.50	11.99
Colossus Bridge 4	8.99	11.99
Airborne Ranger	11.99	14.99
Quarterback	7.50	11.99
War in Middle Earth	7.50	11.99
Heroes of the Lance	7.50	11.99
Dragons of Flame	7.50	12.99
Silkworm	7.50	11.99
Pools of Radiance	N/A	19.99
Hillsfar	N/A	15.99
Curse of the Azure Bonds	N/A	19.99
Silent Service	7.50	11.99
Red Storm Rising	11.99	14.99
Grand Prix Circuit	7.50	11.99
Super Cars (T.D. II)	N/A	6.99
California Challenge (T.D. II)	N/A	6.99
Bards Tale 1	N/A	6.99
Bards Tale 2	N/A	12.99
Bards Tale 3	N/A	12.99
Dragon Wars	N/A	12.99
Indy Jones + Last Crusade	7.50	11.99
Microprose Soccer	11.99	14.99
Ninja Warriors	7.50	11.99
Risk	9.99	12.99
Pirates	11.99	14.99
Rommel	N/A	13.99
Russia	N/A	13.99
Forgotten Worlds	7.50	11.99
Panzar Battles	N/A	13.99
Panzar Strike	N/A	19.99
Carrier Command	11.99	13.99
Football Man II + Exp. Kit	7.50	11.99
Mavis Beacons Typing	N/A	20.99
Maniac Mansion	N/A	12.99
Battlechess	N/A	12.99
Muscle Cars (T.D. II)	N/A	6.99
Ultima 5	N/A	14.99
Crackdown	8.99	11.99
Knights of Legend	N/A	15.99
Jet	N/A	26.99
Macarthurs War	N/A	15.99
John Lowes Darts	3.99	6.99
Cloud Kingdoms	7.50	11.99
Bushido	7.50	11.99
Black Tiger	7.50	11.99
Pictionary	11.99	14.99
Tracksuit Manager	7.50	N/A
War of the Lance	N/A	19.99
Tangled Tales	N/A	15.99
Wild Streets	7.50	11.99
Times of Lore	7.50	14.99
Snare	7.50	11.99

FORTHCOMING ATTRACTIONS

	CASS	DISC
Atomic Robokid	7.50	11.99
Back to the Future 2	8.99	11.99
Rick Dangerous 2	7.50	11.99
Mutant Ninja Turtles	9.99	12.99
Dick Tracy	7.50	11.99
Beach Volley	7.50	11.99
European Super League	7.50	11.99
Golden Axe	7.50	11.99
Iron Lord	7.50	11.99
Midnight Resistance	7.50	11.99
Night Breed	9.99	13.99
Player Manager	7.50	11.99
Kick Off 2	7.50	11.99
Sly Spy	7.50	11.99
Tie Break	9.99	13.99
Saint Dragon	7.50	11.99
Satan	7.50	11.99
Snow Strike	7.50	11.99
Twin World	9.99	12.99
Welltris	7.50	11.99
Night Hunter	9.99	12.99
Cyberball	7.50	11.99
Klax	7.50	11.99
Liverpool the Game	7.50	11.99
Might and Magic 2	N/A	15.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability

EDUCATIONAL

	CASS	DISC
Better Maths (12-16)	N/A	12.99
Better Spelling (8-Adult)	N/A	12.99
Biology 1	8.99	12.95
Biology 2	8.99	N/A
Chemistry 1 (12-16)	8.99	12.99
Chemistry 2 (O Level)	8.99	N/A
French Mistress (Beg)	6.99	N/A
French Mistress (Adv)	6.99	N/A
Fun School 2 Under 6	7.50	9.99
Fun School 2 6-8	7.50	9.99
Fun School 2 8+	7.50	9.99
Fun School 3 Under 5's	9.99	12.99
Fun School 3 5-7	9.99	12.99
Fun School 3 7+	9.99	12.99
Geography/W. Climate	N/A	12.99
German Master (Beg)	6.99	N/A
German Master (Adv)	6.99	N/A
Magic Maths (4-8)	N/A	12.99
Mapwork (12-17)	N/A	12.99
Maths Mania (8-12)	N/A	12.99

ACCESSORIES

Cheetah 125+	6.99
Quickjoy Jetfighter	12.99
Navigator + Autofire	10.99
Speedking + Autofire	9.99
5.25" 50 Lockable Disc Box	6.99
5.25" 100 Lockable Disc Box	8.99
Mouse Mat 6mm	4.99

SPECIALS DISC

3 Stooges	3.99
Time & Magic	3.99
Question of Sport	3.99
Tau Ceti	2.99
Bloodwych	7.99
Hunt for Red October	7.99
Altered Beast	6.99
Deja Vu	4.99
Powerdrift	6.99
Super Wonderboy	6.99
Plundered Hearts	7.99
Ghosts N Goblins	4.99
Apache Strike	4.99
Legacy of Ancients	6.99
World Tour Golf	6.99
Marble Madness	6.99
Alternate Reality	6.99
Danarius	4.99
Flying Shark	4.99
Jinxter	6.99
Oil Imperium	4.99
Mystery of the Mummy	4.99
Human Killing Machine	4.99
Jinks	4.99
Arcade Force Four (4 games)	6.99
Garfield	4.99
Hole in One	4.99
Last Duel	4.99
Rolling Thunder	4.99
Spherical	4.99
Thunderchopper	4.99
Solomons Key	4.99
Operation Neptune	4.99
1943	4.99
President Elect	4.99

MIND-STRETCHERS
CASS OR DISC
£13.99
Monopoly
Scrabble
Cluedo

MAGNIFICENT 7
Only £7.99 Disc £13.99
Head Over Heals, Cobra & Arkanoid, Short Circuit & Wizball, Frankie Goes to Hollywood, Great Escape & Yie Ar Kung Fu

WORLD CUP COMPILATION 90
Cass £8.99
Disc £11.99
Kick Off, Gary Lineker's Hotshot, Tracksuit Manager.

THALAMUS THE HITS ONLY £9.99
DISC £13.99
Hunters Moon, Que-Dex, Hawkeye, Armalyte, Delta, Sanxion

COMPUTER HITS VOL 5
ONLY £4.99 DISC £9.99
Samurai Warrior, Magnetron, Ninja Hamster, Morpheus, Tarzan, Mystery of the Nile, Traz, Frighmare, Mega Apocolypse, Enlightenment, Druid 2

DYNAMITE
Only £9.99
Cass Only.
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

TOLKIEN'S TRILOGY
Only 8.99 Disc £11.99
The Hobbit
Lord of the Rings
Shadows of Mordor

LEADERBOARD PAR 4
Only £9.99 Disc £13.99
Leaderboard, Leaderboard Tournament, World Class Leaderboard, Leaderboard Executive

WINNERS
ONLY £10.99
DISC £14.99
Thunderblade, Led Storm, Indy Jones & Temple of Doom, Blasteroids, Impossible Mission II

COIN OP HITS
ONLY £10.99
DISC £14.99
Outrun, Thunderblade, Road Blasters, Spy Hunter, Bionic Commando

UNITS 6&7, ACACIA CLOSE, CHERRYCOURT WAY IND. EST., STANBRIDGE ROAD, LEIGHTON BUZZARD, BEDS, LU7 8QE
(PERSONAL CALLERS WELCOME) TEL: 0525 377974 FAX: 0525 852278

ORDER FORM

Please supply me with the following for

Computer ....

Titles	Price

DATE: ....
NAME: ....
ADDRESS: ....
....
....
...............Post Code...............
TEL: ....

COMMODORE FORMAT OCT '90

Please make cheques & PO payable to ***Turbosoft***

Orders under £5 please add 50p per item. Over £5 p&p ***FREE*** *in UK. Elsewhere please add £1.50 per item.*

N.B. Please state clearly mode of computer & also cassette or disc when ordering

Who's afraid of the art of noise – go to work on something that looks like the backside of Jodrell Bank every day. Notice the scientific use of an egg carton to keep one of Martin's machines from disappearing into a whirlpool of wires

from the built in music chip. It is possible to persuade it to replay samples, but this ties up the processor for most of the time, and consequently can only really be used outside the game itself, on title screens and game over sequences (I know that the STE is different but since most people still have the original ST I have to use the method that works on every machine).

Memory limitations are thankfully less of a problem than they were on the 64, although the ST needs much more memory to scroll the screen than the Amiga, so you may be allocated less music memory for an ST version of the 16-bit game. In-game effects are again mostly chip sounds for the same reasons.

Of the three, the Amiga is the easiest machine to work with. Its eight-bit sampling capability provides excellent quality sound with minimum processor overhead and sound effects can be sampled directly from the arcade machine.

Getting good quality original samples isn't easy. Although good public domain disks are often full of samples and available through the PD libraries, they rarely give you the exact sounds you want. Most full time musicians make their biggest investment in the form of a MIDI keyboard which can produce all of the sounds they are likely to need in the course of their work. During the past few months I've needed ghostly choirs, cathedral bells, dragon roars, winds howling as well as the normal gamut of pan-pipes, heavy metal guitar and rock drum kits. My Korg M1 is a beautiful machine to work with but the internal memory needed to store its own sounds is some four megabytes!

Unfortunately, not only must 'work' samples sound good – they must also be as small as possible to fit into the space provided by the programmer. The trick in getting a long sound is to loop a portion of it so that the same piece of sample is heard again and again, but without the 'join' being obvious – that's the difficult part! Getting the best sound in minimal memory takes considerable practice. Those amazing P.D. music demos might well be using up to ten times the amount of memory that one normally gets to work with!

INTERACTION

Although most musicians work in isolation (it isn't easy producing music in an office full of people and interruptions!) you obviously have to deal with the outside world. At the start of a project it's best to get the exact requirements in writing from the software house if possible. This not only ensures that both parties know the score (groan) but also encourages them to think through exactly what they need. Sometimes people are really hazy on the phone and end up either not using tunes that took you days to produce or suddenly ask for extra ones a month after you deliver the 'finished' product!

WHATEVER SOUNDS GOOD IS GOOD

Generally the game programmer involved will have no memory left (in the computer!) or expect 15 minutes of backing tracks to fit into a thousand bytes. A calm and cheerful telephone manner is vital in these cases to establish a realistic brief.

Once the workload is established it is vital to give a realistic estimate of how long it will take to complete. Don't expect repeat commissions from companies after you've kept them waiting for six weeks longer than expected!

During the commission you may get a call from the Software Producer. These people are employed by the software house to oversee the project. With some games being created on many formats there may be several programmers, several graphic artists and several musicians involved in one project and someone has to coordinate the workload and ensure that everybody is keeping to schedule. It only takes one person to suddenly decide to go off on an unexpected month's holiday to bring the whole thing grinding to a halt. The moral here is to book your holiday with care.

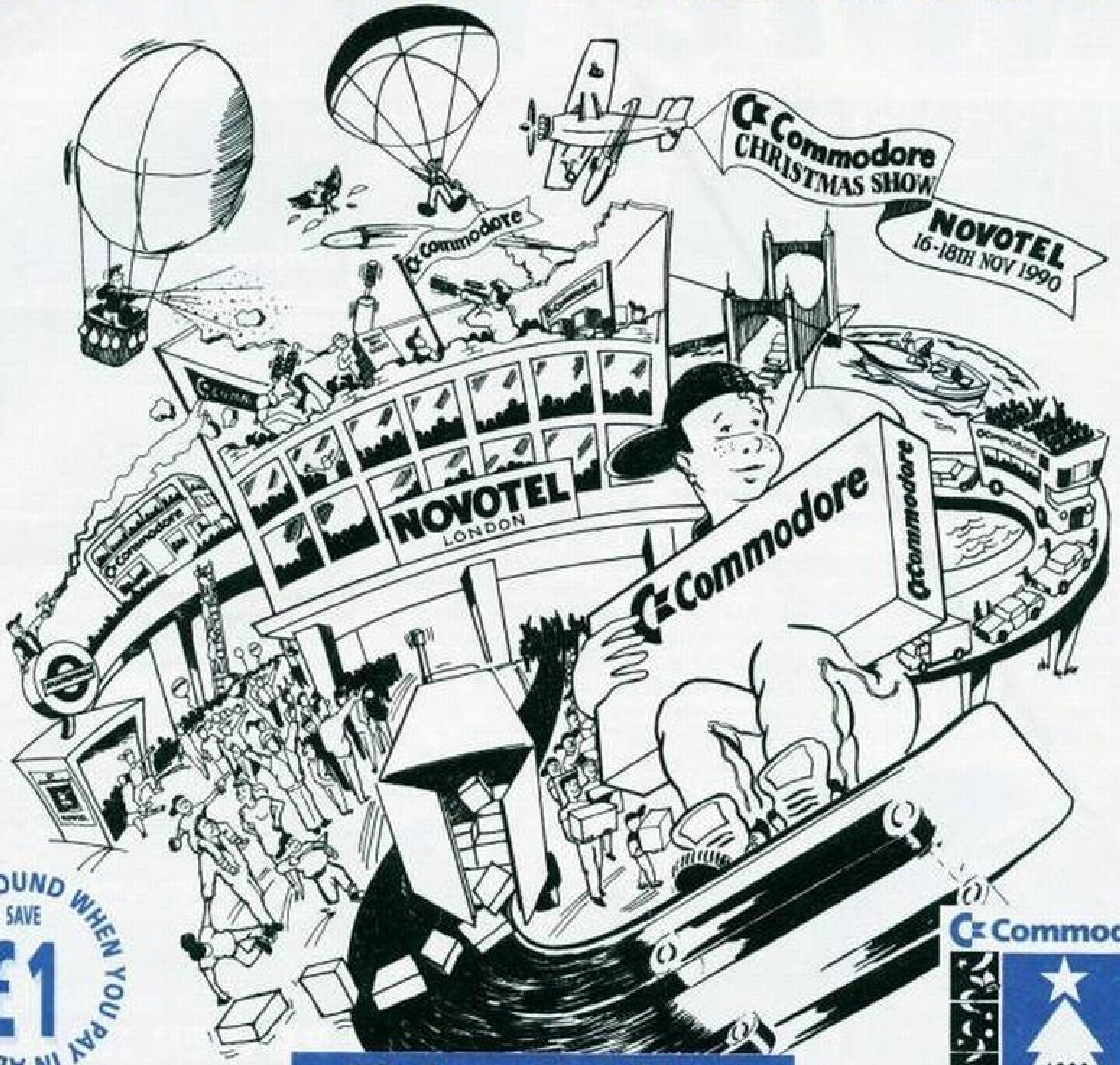
THE FUTURE

Many people expect the future of game soundtracks to lie with MIDI but I'm not so sure. After all, most people find buying a computer expensive enough, and currently there is little in the MIDI line for under £300 (such as the new Roland CM series). With games on 16 bit machines currently costing between £15-30 I suspect that most people will forgo the luxury of MIDI game music for some years yet.

Having said that, it doesn't prevent musicians adding the code to run a MIDI device for those that have splashed out. The main problem then is that every different keyboard and rack mounted module would need a different set of instructions to set up a similar (but never identical) set of sounds to use in a musical piece. Inevitably only a few popular keyboards could possibly be supported, with separate drivers on disk for each one.

The real future lies with more advanced music devices being included inside the host computer – then everyone will hear exactly what the musician intended!

It's big! It's loud!
It's the Commodore Christmas Show!



SAVE A POUND WHEN YOU PAY IN ADVANCE
SAVE
£1

Look out London, the seventh Commodore Christmas Show is in town from the 16th-18th November! Stacks of new products and over 100 exhibitors adds up to the most exciting Commodore Christmas Show ever.

All the major software houses will be there to preview their new releases for Christmas - great new Commodore games, leisure and music software for you to take away on the day!

And that's not all! The Christmas Show is your chance to experience stunning new technologies seen here for the first time.

Ticket Hotline
051-357 1275

So save yourself £1 a ticket and call the Ticket Hotline on **051-357 1275** or mail the coupon from this ad today!

The Commodore Christmas Show

Friday	16th Nov 10am-5.30pm
Saturday	17th Nov 10am-5.30pm
Sunday	18th Nov 10am-4.30pm

- Only Commodore specific show before Christmas
- Over 100 exhibitors - '000s of new products!
- Commodore Theatre and Games Arcade - masses of exciting new product launches!

Admission Prices	
Adults	**£4 in advance, £5 on the door**
Children	**£2 in advance, £3 on the door**

Commodore

Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. 051-357 1275

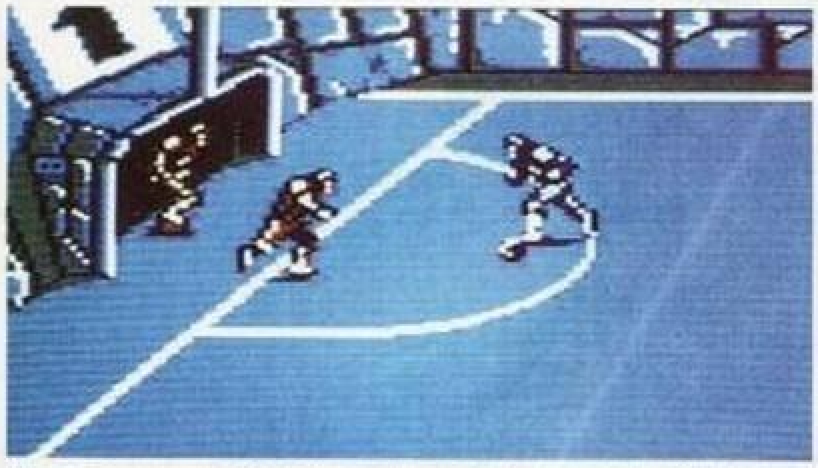
Commodore
1990
CHRISTMAS SHOW

Yes! I've just got to get along to the the Commodore Christmas Show. Please rush me -
_____ Adult @ ~~£5~~ £4 _____ Under-16 @ ~~£3~~ £2
*I am sending a cheque for £ _____
*Please charge £ _____ to my *Access/*Visa
Card number _____
Expiring _____
Name _____
Address _____
_____
_____
_____ Postcode _____
Telephone _____

Please send your application form and cheque or credit card details to - Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.

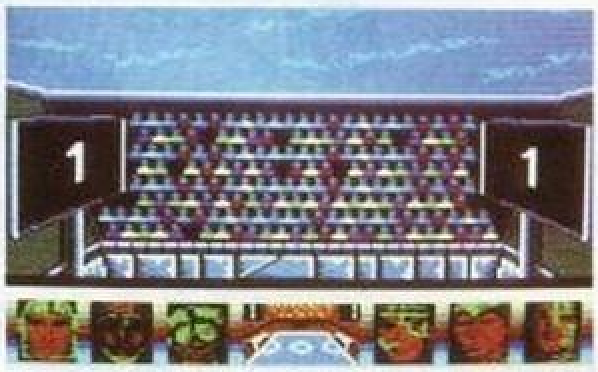
*Please delete as appropriate

Skate Wars



"Come on you idiots he's getting through, where's the defence?" Erm, you're it. That's right guys it's two a side so avoid letting your opponent get this far if you harbour any secret desire to win

Game	**Skate Wars**
Maker	**Ubi Soft**
Cassette	**coming soon**
Disk	**£14.99**
Cartridge	**Not avaliable**



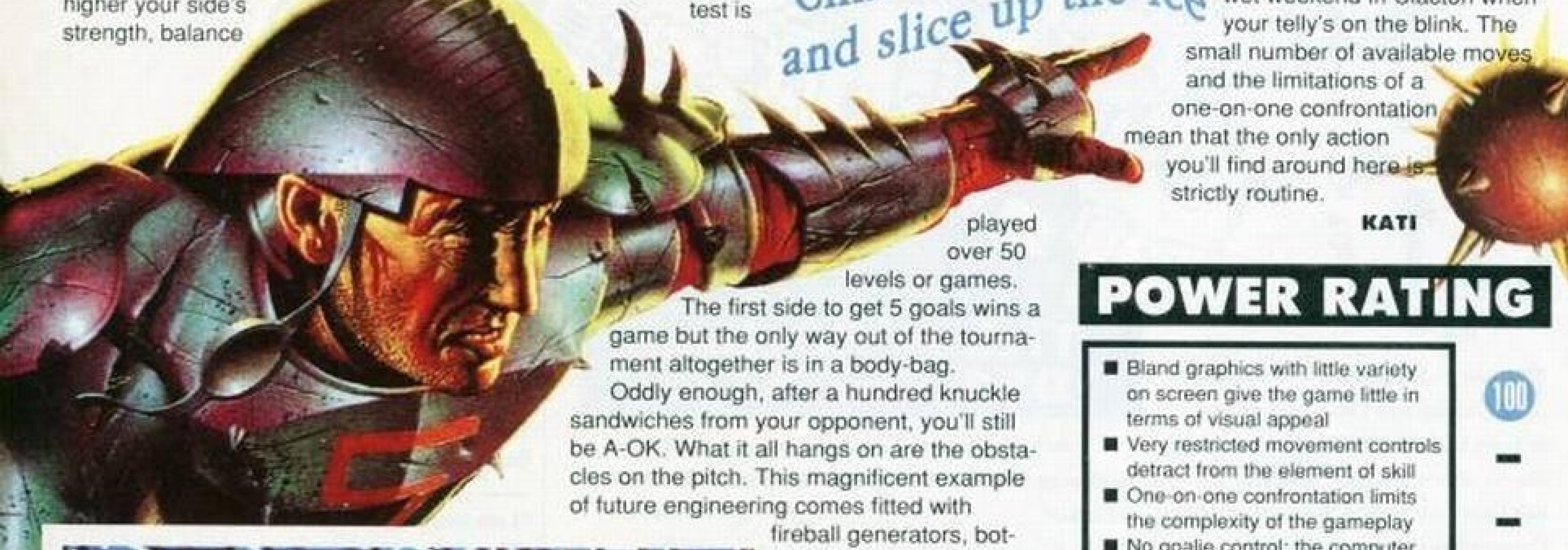
It's one all! All hell is breaking loose and the cluster of colourful blobs is going wild! (Er, that's supposed to be the crowd actually – Ed)

Take eight guys down to the ice rink, grab an old football, a few bits of rubbish and a couple of ice hockey goals and you've got everything you'll ever need to play a game of *Skate Wars*. You pick your four-man team from a selection of mug shots and a few choice player statistics. The higher your side's strength, balance and reaction the better your chance of hammering the ball in the old onion-bag.

Teamwork, on the other hand, is one thing you don't have to worry about. As two of the foursome are substitutes and one's a computer-controlled goalie, all you've got to worry about is a one-on-one grappling contest with the meatloaf from the other side – and in this sport anything goes. There are no fouls: you can trip, push and maim the other player as much as you like, though with only basic directional, jumping and kicking controls at your disposal there's a limit to just how bloodthirsty you can be.

Ball control is of the good old `spheroid sticks to the foot' variety – no matter how acrobatic your skating skills there'll always be that little ball hanging off the end of your toe. A contest is played over 50 levels or games. The first side to get 5 goals wins a game but the only way out of the tournament altogether is in a body-bag.

Chill out, kick ass and slice up the ice

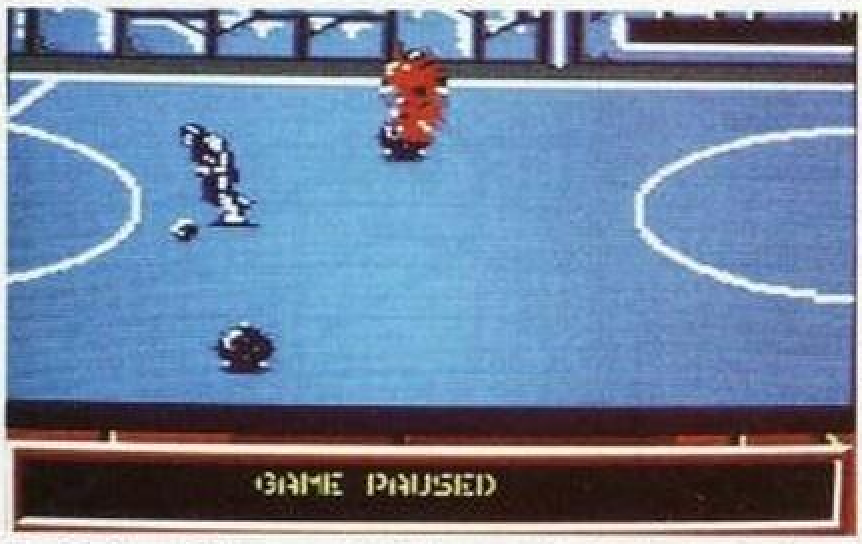


Oddly enough, after a hundred knuckle sandwiches from your opponent, you'll still be A-OK. What it all hangs on are the obstacles on the pitch. This magnificent example of future engineering comes fitted with fireball generators, bottomless pits, lethal spikes and ramps. One collision is enough to mess up your I LOVE MY MUM tattoo for ever: next thing you know you're heading for the big bad ice rink in the sky.

Each time a player dies a substitute steps in (you get an extra sub every five levels played) but once they're all used up, it's curtains. Not only have you lost the game, you've also lost the war.

In theory the pitches get tougher the further you progress. In practice the matches are all pretty much the same: about as varied as a wet weekend in Clacton when your telly's on the blink. The small number of available moves and the limitations of a one-on-one confrontation mean that the only action you'll find around here is strictly routine.

KATI



Ouch! It would appear that I've accidentally touched one of the explosive spheres that litter the pitch and come to a gruesome end. Fancy tennis instead?

POWER RATING

- Bland graphics with little variety on screen give the game little in terms of visual appeal
- Very restricted movement controls detract from the element of skill
- One-on-one confrontation limits the complexity of the gameplay
- No goalie control: the computer ones are a pushover – another wasted opportunity
- Play itself is much too easy,
- Unimaginative obstacles

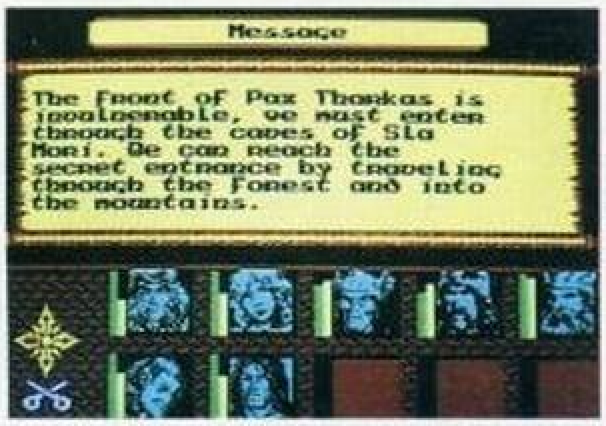
100

49%

0

- Smooth scrolling
- User-friendly menu lets you tailor-make game requirements
- Start on levels one-ten
- Easy-to-master controls
- Handy pre-match pitch overview
- Individual player portraits and characteristics
- Exciting atmosphere gets you into an "Ere we go" mood

Dragons of Flame


Message

The front of Pax Tharkas is
invulnerable, we must enter
through the caves of Sla
Mori. We can reach the
secret entrance by traveling
through the forest and into
the mountains.

"Hail, friend, and well met!" A friendly character joins your party and gives you some useful directions

A whole bunch of despicable Draconians are overrunning the land. Armies sweep down from the north and capture a fortress (Pax Tharkas) far to the south. Between the two lies the forest dwelling of the equally absurdly named Qualinesti elves, whose very existence is now threatened. You control the original seven-member party from the Dragonlance *AD&D* adventures and must thwart the evil plan of the Draconian forces. To do this you have to break into the fortress and rescue slaves from there. Naturally, you will be called upon to kill countless socially unacceptable monsters in the process.

Whip out your broadswords and wield'em in the direction of anything green

The game comes on a double-sided disk (on which you can save up to two games) supported by a manual containing plenty of the old *AD&D* info. Cast all that aside: you don't need it.

Game	**Dragons of Flame**
Maker	**SSI/US Gold**
cassette	**coming soon**
disk	**£14.99**
cartridge	**Not avaliable**

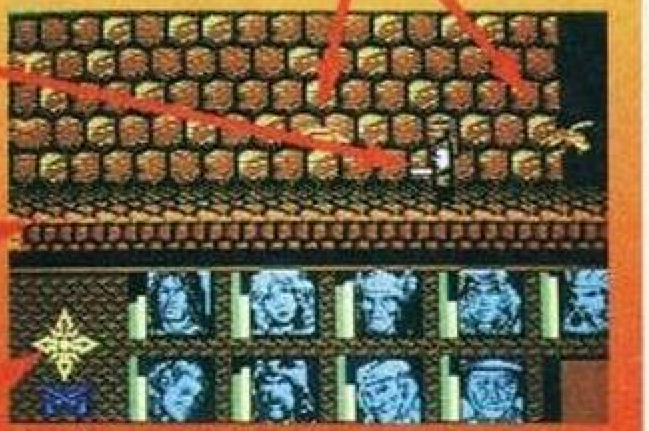
You turn up in the middle of all this chaos, not having much of a clue where you are. Your party wanders around a grim, large scale display, looking for something to do for about thirty seconds, before it's leapt on by a horde of even blood-thirstier psychopaths than yourselves. Start the game again. Avoiding the monsters this time, you find caches of weapons and other useful items scattered across the countryside. Not all of the creatures encountered are hostile. Nay, some of them are friendly, "Hail, well met!" types who can either impart useful info or join the party (more Troll fodder). Sooner or later you have to get inside the fortress of Pax Tharkas and you'll be lucky to succeed alone.

Never mind, whip your broadswords and wield 'em in the direction of anything green. Inside Pax Tharkas there's a whole lotta killin' goin' on. You fight (and move around the castle) on a combat screen, displaying your lead character in profile. All the monsters are recognizably displayed but the animation is gormless and the backdrops don't fare much better.

Most of the monsters are tougher than even your best fighters (don't forget, in these games you have some characters who are better at fighting and others who are better at using magic). Only one character can fight at a time. So at some point during virtually every fight you're going to want to change the lead character. You can do this (and many other things besides) by calling up a menu system which allows you to swap characters around, cast spells, heal members of the party, save the game and gives you access to a host of other options.

DoF, though, lacks the speed of a good arcade adventure and the depth of a roleplaying game. So where does that leave it? Out in the wilderness.

SEAN M

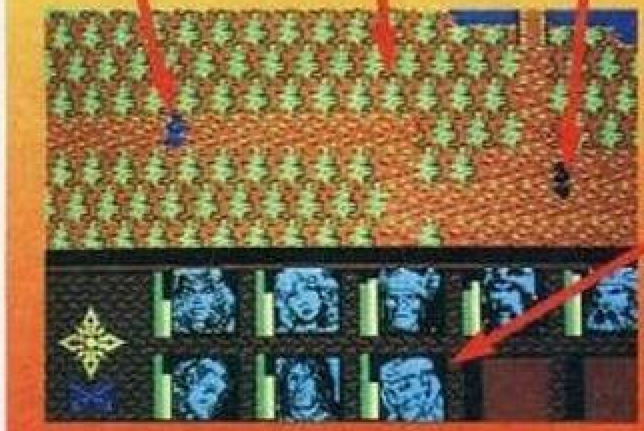


Only the lead character is shown on the main screen

Two giant wasps attack but only one character can fight

The gap on the left reveals an East-West corridor

Inside the castle the profile display scrolls as you explore. Turn ninety degrees and your new direction is shown by the compass. Confused? You will be



Your Party

The Forest

Bad Guys

The boxes display the characters in left to right order. Hit points are shown in green. The yellow bar isn't explained anywhere. Oh dear

Move your party through the wilderness display with the joystick. You have to search this area for weapons, friendly characters (who show up as little white dudes) and the secret entrance to Pax Tharkas

POWER RATING

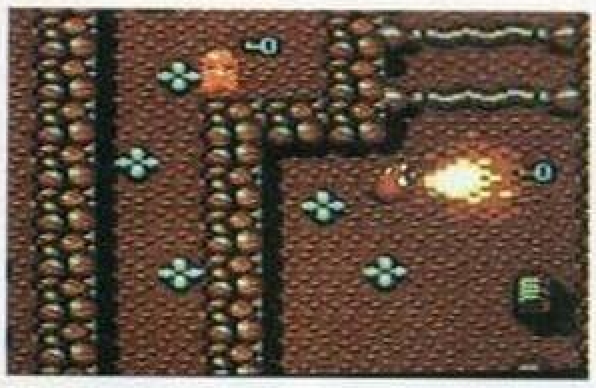
- Dull graphics, sluggish scrolling and a screen that's too cramped to start with
- Stilted gameplay
- Way to much time spent accessing the disk
- Not enough choice in combat
- Limited 'roleplaying' options
- Poor documentation

100

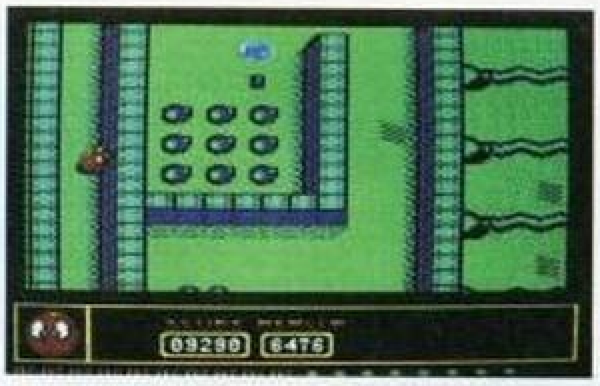
57%

0

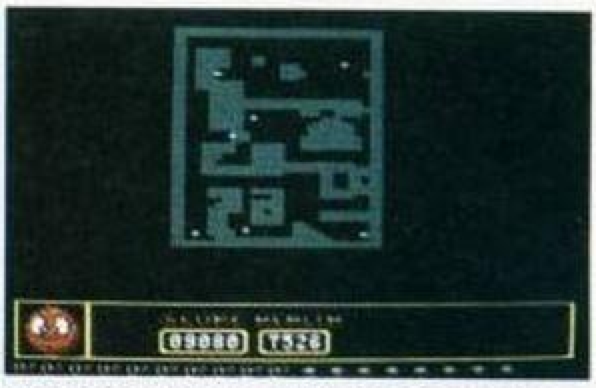
- Plenty of nasties to waste
- Colourful Quest Map scrolls smoothly
- Character portraits – you can actually tell who is who
- Versatile save game option
- Well written and decently illustrated *AD&D* information
- A good menu system allows you to customize your characters at any point throughout the game
- Lots of spells to choose from
- Challenging – not the easiest hack 'n' slay ever



That reminds me, I must get some mouth wash. The keys that are scattered around are vital to your progress



Poor old Puffy, nine energy blobs, ripe for the eating and there's a bloomin' great wall in the way



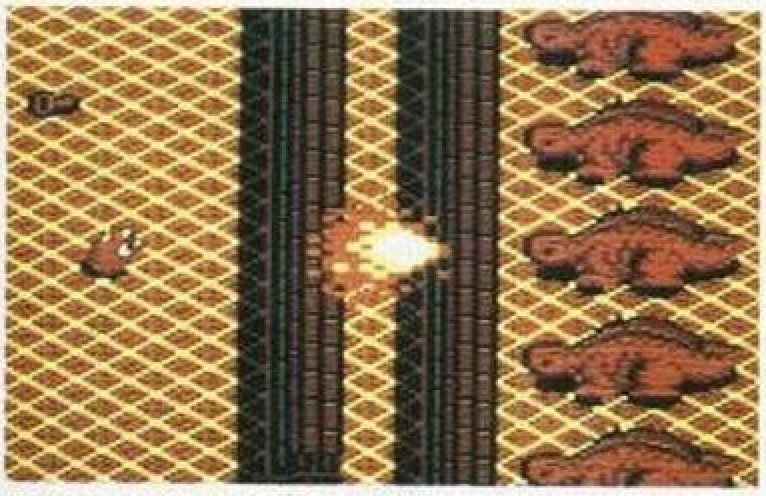
The map screen. Not very comprehensive but then, what do you expect fer nothin', pal?

Puffy's Saga

Game	**Puffy's Saga**
Maker	**Ubi Soft**
Cassette	**coming soon**
Disk	**£14.99**
Cartridge	**Not avaliable**

The googly-eyed Balls were suffering from a bad case of boredom. Life for them went like this: Get up, roll a bit, bounce, roll a bit more. Roll (just for a change). Bounce a bit. Go to bed. Get up, roll a bit... and so on.

One day some kindly Aliens decided to give two of the Balls a stab at excitement – a new concept in Ballsville. They snatched away two young mini-Balls named Puffy (a boy-Ball) and Puffyn (a girl-Ball) to a land of mazes, magic and monsters. Being a bit thick however, our pair of spheroid chums felt a bit homesick and decided to escape.



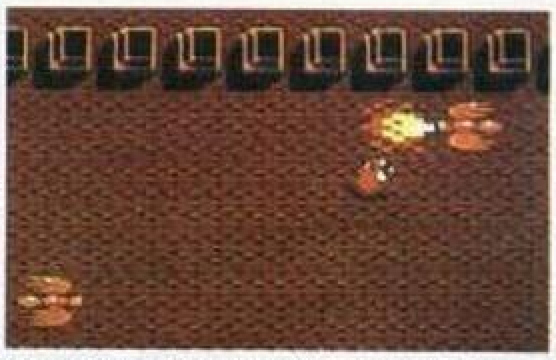
Okay how about this one. Five dragons were walking down the street when one of them turns round and sa...AAARGH! Have you heard it then?

The Aliens understandably felt snubbed and set about making the bouncing buddies' task as tough as possible. This is where you come in: because our couple of cuties are two bricks short of a hod, they need your guidance if they're going to escape.

Your first choice is deciding which character should tackle a level. Puffy (being of the male inclination) is more robust and packs a powerful shot, but is a tad slow; Puffyn (being a girly-blob) is fleet of foot but feeble of firepower – however, she hangs onto bonus objects longer.

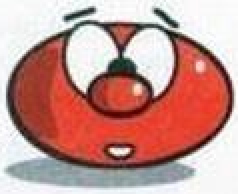
Having chosen your sex, you bounce merrily from one level to the next by collecting Pad Goms. These strangely-named objects are little warping pastilles, usually found in the most awkward places – under no circumstances should you confuse them with Magic Goms, which bestow such delights as extra firepower, health and transvestitism (look it up). At all costs avoid the monsters, since their touch drains precious health points, only restored when our cutesome twosome gobble some grub.

No alien race worth its salt would leave it at that, though: every one of the twenty levels is packed with surprises, and even the level layouts are randomly reversed! You can play the game straight through simply by heading for the Pad Gom every time but you don't have to. If you want to squeeze the last drop of enjoyment out of *Puffy's Saga*, a little exploration, some monster-bashing and a lot of puzzling is required.



Now there's a novelty, seagulls with an attitude. Avoid these at all costs lest fried Puffys on the menu

This makes *Puffy's Saga* sound like an excellent game, which it isn't. It's an above-average *Gauntlet* variant marred by a few basic faults, which include poor collision-detection and simple four-way movement. The multiload won't do cassette owners any favours either: the restart sequences, highscore tables and all the levels are loaded separately. For all its cuteness, *Puffy's Saga* doesn't have the staying power to merit much attention.



GORDON

POWER RATING

- Generally frustrating because of four-way control method
- unfriendly collision detection leaves you feeling somewhat cheated when you're beaten
- Only 20 levels all of which lack variety
- Repetitive gameplay brings on the yawns

100

59%

0

- Wide variety of collectables and weapons
- Choice of male and female characters
- Cute graphics and animation; each level has its own atmosphere
- Save/load game option
- Each monster requires unique tactics to defeat
- Plenty of hidden traps and secret passageways
- The cutesy theme is continued through to good spot sound fx

ARE YOU

1 **A Programmer or Graphic Artist** WITH A GOOD TRACK RECORD?

2 **Looking** FOR A FULL-TIME COMPANY POSITION?

3 **Expecting** A GENEROUS SALARY WITH AN EXCITING BONUS STRUCTURE?

4 **Wanting** YOUR WORK TO BE PUBLISHED WORLDWIDE BY EUROPE`S TOP SOFTWARE HOUSE?

5 **Concerned** ABOUT BEING LEFT BEHIND BY EVER CHANGING TECHNOLOGY?

STILL READING ??

WELL IF THE ANSWER TO ALL FIVE QUESTIONS IS YES AND IF YOU WANT A REAL CAREER WITH BOTH CHALLENGE AND OPPORTUNITY THEN COME AND SEE US AT THE CE SHOW, EARLS COURT FROM SEPTEMBER 13TH TO 15TH ON STAND NO.H4.

WE ARE LOOKING FOR TALENTED PEOPLE TO JOIN OUR BURGEONING IN-HOUSE TEAM, DEVELOPING ENTERTAINMENT FOR FOR A WIDE VARIETY OF COMPUTER AND VIDEO GAME SYSTEMS.

BECOME PART OF OUR SUCCESS

WE ARE ALWAYS SEEKING ORIGINAL, INNOVATIVE GAMES OF THE HIGHEST CALIBRE FOR WORLD WIDE PUBLICATION AND CONVERSION TO OTHER SYSTEMS. PAYMENT STRUCTURED TO YOUR REQUIREMENTS - PLEASE COME AND TALK TO US.

ocean®

The All New... ENGLAND MANAGER GAME!

You've kicked big Bobby Robson off the bench, but now it's time to give Graham Taylor the red card and take control of the team!

PHONE 0898 404604

MUTANT MADNESS!

TURTLE FIGURES 2 B WON ON 0898 664315!

Yup, we've got all your favourite Turtle figures to give away! The first prize winner gets a complete set of Michaelangelo, Donatello, Leonardo and Raphael - plus a couple of villians too! Then 25 lucky runners-up get the Turtle figure of their choice, so don't forget to tell us who your fave mutant is when you enter!

MUTANT MOVIE TICKETS ON 0898 664316!

The Teenage Mutant Ninja Turtle movie is coming soon, and you could be one of the first to see it if you win our shell shock of a comp!! We've got 100 tickets to give away to a special show later this year, so call now!!!

TURTLE TRANSPORT 2 B WON ON 0898 664317!

This is wild! 5 of you mutants out there could soon own the Turtle tank, Turtle party wagon, Turtle air ship, and of course the Turtle sewer motorcycle! We're giving away these ultimate sets of Turtle transport, complete with all 4 Turtle figures, to the winners of this turtlely brilliant competition! Call 0898 664317 right now ninjas!!

IT'S A PIZZA CAKE TO WIN IN OUR TASTY TURTLE COMPS!

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.
Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

Welcome to our first tints and hips section, the column that tells you everything you need to know about hair colouring and pelvic movements (er... I thought it was hints and tips actually – Ed).

Ahem. Welcome then to GameBusters, our first hints and tips section. We have for you a succulent, nay, scrumptious selection of cheats and cop outs for all you gutless yellow-bellies out there

GameBusters

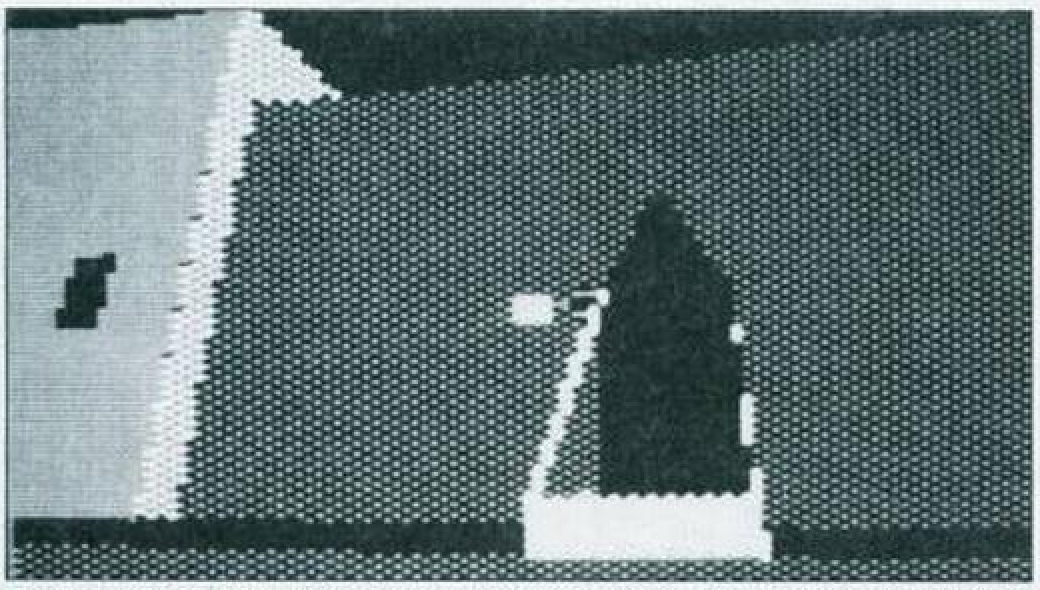
CASTLE MASTER

(Part 1)

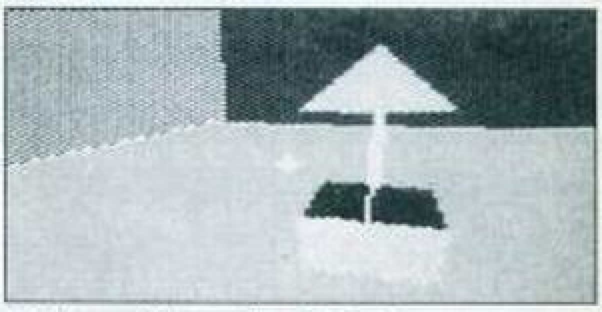
Ah haaaa! We knew you'd have trouble completing *Castle Master* on your tod. How did we know? Because we're totally crap at it as well. Help is at hand though, in the form of our complete (if you count next month's bit as well) solution, which we managed to obtain through our top secret ways and means committee. If you would like the address of this organisation, tough. You're not getting it. (Although this solution points out some food in particular cases, always collect food as the opportunity arises.)

Shoot rock into hole next to drawbridge to open, go into Courtyard. Doorway in far right tower into Lobby, Shoot spirit, collect key from table, through open doorway into Kitchen. Crawl, shoot rat under table. Through fireplace into Larder. Eat food from top shelf first, in case you come back crawling. Eat enough food to gain maximum strength (six bells at each end of the bar). Out to Kitchen, door left to Lobby, door right to Courtyard, archway left to Wilderness. Left to boulder, run into it to reveal hole. Crawl down to Cavern, look up, shoot spirit.

Take key from box (right). Over barrier, out to Catacombs. Left, right at junction, through, ahead, through, left, through into Cavern, shoot spirit, out. Right, through, first right, ahead, through, shoot spirit, out. Left, through, left at junction, doorway right, shoot spirit, out. Right, through, right at junction, ahead, through, left, through, shoot spirit, out. Ahead, left, doorway to right, ahead, through, right, doorway ahead to Stairwell.



Rock 'n' Roll this way and never again will you be cruelly cheated from your goal. Unless we've got this wrong, that is. No, it's just not possible. C'mon then

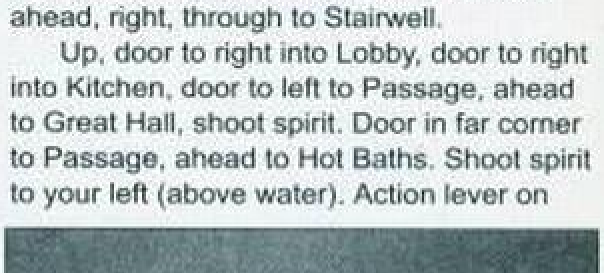


Well, well, well, what have we got here? Don't chuck a coin in for good luck, throw yourself in and get a key

Door ahead to passage, ahead to the Hospital, shoot spirit to your right. If your strength is low, wait here to recuperate to three bells. Out to Passage, ahead to Stairwell, unlock to door to your left by actioning on it. Through to Lobby, doorway beyond table to Courtyard. Ahead to Well. Action down Well to collect key. Crawl down Well to Cavern. Action on box to your left to collect key. Over barrier, out. Left, ahead, left, through, ahead, right, through, right, through to Stairwell.

Doorway right to Lobby, doorway beyond table to Courtyard. Archway left to Wilderness. Follow moat round to right. Unlock door behind Wizard's Hut and in. Stand on chair, climb on table, hole to Cavern. Action on bottle to your left for potion of revitalisation. U-turn, collect key from crack in corner of floor. Over barrier, out. Ahead, left, door ahead to right. Door ahead, right, through to Stairwell.

Up, door to right into Lobby, door to right into Kitchen, door to left to Passage, ahead to Great Hall, shoot spirit. Door in far corner to Passage, ahead to Hot Baths. Shoot spirit to your left (above water). Action lever on post to empty pool. Down steps and crawl through hole into Cavern. [Princess: Action block to move into place as first step.] Walk onto top step, turn right, stand against wall. Look straight up, aim crosshair on crack near ceiling. Hold down Action while rotating view and moving crosshair, collect key. Out, left, through, ahead, through, ahead, right, through, right, through to Stairwell.



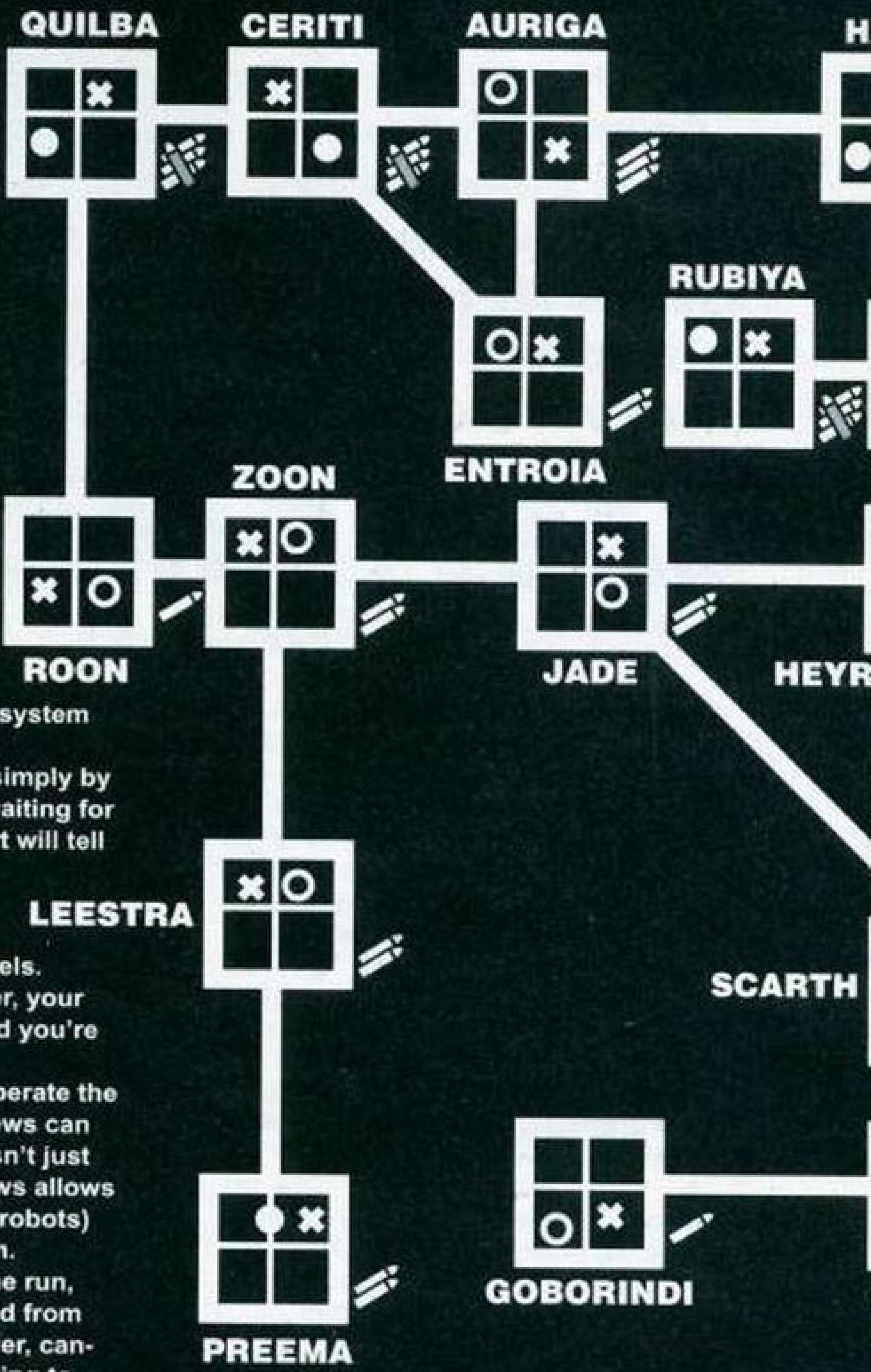
You've got to have a sense of perspective about this sort of thing... Taking a quick dip won't really help

What a cliff hanger, eh? Don't forget, you can finish your quest if you come back next month (so do it!).

Let COMMODORE FORMAT 1, October 1990 be your guide

TAU CETI

It doesn't take long for a new player of Tau Ceti to become accustomed to the controls of his Skimmer craft and start zooming all over the place and blowing everything he can find to pieces. But the most effective player is the one who figures out how to read his instrument panel properly. Let's start by going through each of the systems, one by one...



The Skimmer

The large viewing panel shows the view outside the Skimmer. You can watch time go by as the sun travels across the sky. Obviously the sun provides less light during periods of dawn and dusk and none whatsoever at night. The Skimmer, though, is designed to operate under all conditions, given a few limitations.

You have an infra-red (IR) imaging system which ideal for navigating by night. However, things look different with IR: buildings and other shapes become blurred. For this reason it's not a good idea to use it during combat when IR images can look confusing. If you get into a fight and can't escape, switch back to the normal display and fire a flare to provide ambient light. Remember that you only have a limited number of flares and that each one provides light for a short period of time. Ideally, avoid entering combat at night and the IR system will serve you well.

key

H	**Home Base**
○	**Civilian Supply Centre**
●	**Military Supply Centre**
✖	**Reactor Substation**
*	**Main Reactor**
⁄	**Low Defence**
⫽	**Medium Defence**
≡	**High Defence**
⋕	**Very High Defence**

It's possible to do this simply by landing the Skimmer and waiting for morning (your Status report will tell you when). Robots don't attack landed ships because they can only detect changing energy levels. When you park the Skimmer, your energy level is constant and you're invisible to them.

Whichever mode you operate the display in, side and rear views can be called up. This feature isn't just for show: side and rear views allows you to circle structures (or robots) without losing sight of them. Alternatively, if you're on the run, missiles can still be targeted from these views. Lasers, however, cannot. So don't waste time trying to use them.

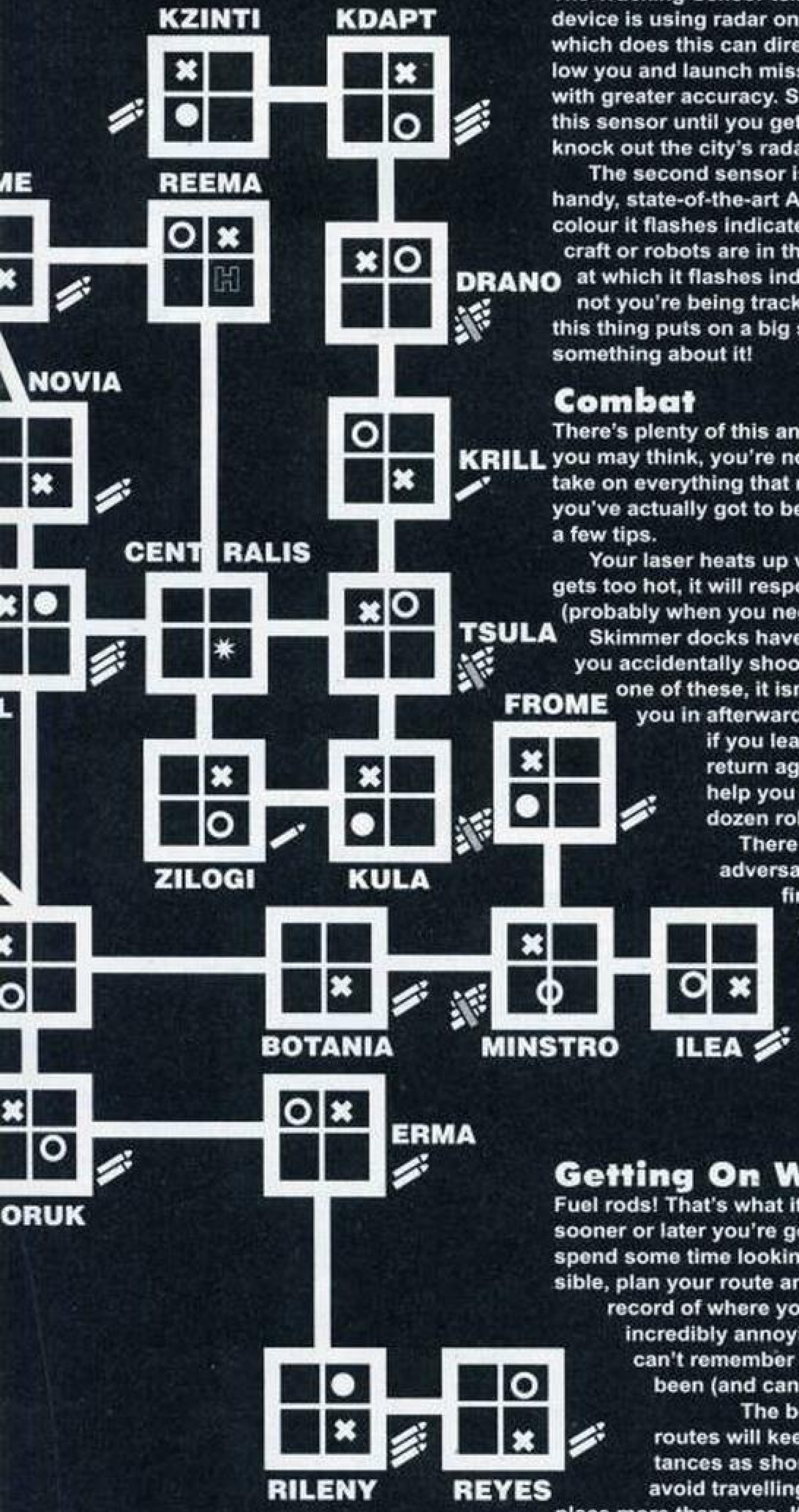
Remember to keep half an eye on the Long Range Scanner when skimming with a side or rear view. You won't be able to see on-coming objects otherwise!

The Scanner is therefore another useful tool. The top of the Scanner always represents the angle in which you're heading. It has both Short and Long range options. While Long range is the most useful travel option, Short range reveals the identity of detected objects. Short range is useful when you suspect that something you're looking for is close by but can't see it (perhaps because it's just on the other side of one of the enormous buildings that keep shooting at you when you're not looking).

Black dots are buildings with which the Skimmer can dock, while white dots represent robots. The golden rule is only fire on something that shows up as a white dot on the Scanner.

When you're moving around, there are three navigational devices to help you. The most obvious and most commonly used one of these devices is the compass. The disadvantage of the compass is that it isn't very good at withstanding damage. One decent hit from a robot and out it goes, for good.

Much more robust are the ADFs (Automatic Direction Finders) of which you have two, in the lower right hand part of the display. The top one always locates



the centre of the city you're in (but the centre of the city isn't always exactly where you imagine it should be). The bottom one always indicates the direction of the nearest Jump Pad. Using these together should suffice if you bear in mind that the rather regular design of the cities means that the Jump Pads are always situated along one of the four main compass directions. These are shown on the map.

There are another two sensors on board, both of which are indispensable. The Tracking Sensor tells you if any device is using radar on you. Any device which does this can direct robots to follow you and launch missiles against you with greater accuracy. So keep an eye on this sensor until you get the chance to knock out the city's radar base.

The second sensor is your ultra-handy, state-of-the-art Alert indicator. The colour it flashes indicates whether Hunter craft or robots are in the area. The rate at which it flashes indicates whether or not you're being tracked. Don't panic if this thing puts on a big show, just do something about it!

Combat

There's plenty of this and, despite what you may think, you're not equipped to take on everything that moves. Nope, you've actually got to be careful. Here are a few tips.

Your laser heats up with use. When it gets too hot, it will respond sluggishly (probably when you need it most).

Skimmer docks have feelings too. If you accidentally shoot or collide with one of these, it isn't going to let you in afterwards (actually, it will if you leave the city and return again but that won't help you if there are half a dozen robots after you).

There is one particular adversary which won't fire on you unless you first attack it. Try to leave it alone. It's a mean opponent when it gets upset.

Getting On With It

Fuel rods! That's what it's all about and sooner or later you're going to have to spend some time looking for them. If possible, plan your route and always keep a record of where you've been. It's incredibly annoying when you can't remember where you've been (and can be fatal).

The best planned routes will keep inter-city distances as short as possible and avoid travelling to the same place more than once. If you do have do travel through a city a second time, remember that the supply centres there will have built new Hunters by the time you return. Just because you may have destroyed them all last time you passed that way, it doesn't mean you're in for an easy return journey. (Some cities only have civilian supply centres so it's really a case of being wary. But just in case, make sure you have missiles and AMMs. "It's better to be safe than sorry," as the Ultimate Xenomorph said to the planet of harmless furry things he'd just nuked.)

Always make a note of the places you've searched for rods: the last few will then be that much easier to find. If you can resist the temptation, don't re-assemble the rods until you have found them all. For one thing, it means you'll be able to get the job over with in one go. It also means that you won't have to keep track of complete and half rods on top of everything else. And when you do return to the reactor room, you'll be able to insert the rods quickly and minimise your exposure to the deadly radiation.

One of the game's strengths is that you can save your progress. Do this every couple of cities and you will neither have to go back very far if you come a cropper nor spend half the time saving instead of playing. It even means you can afford to spend some time practising fighting MkV Hunters and not worry about getting blasted.

Keep these tips in mind, don't panic, and you'll be well on the road to regaining control of the planet. Earn you a decent pension, that will. What are you waiting for? Set a course for Tau Ceti!

Hunter vs Skimmer

Hunter craft should generally be disposed of as soon as possible. You can tell which ones they are because they appear on the Long Range Scanner while they're still below the horizon. Stay low and you'll be able to line them up with the laser as soon as they appear. But remember not to try entering bases at this level. You'd splatter.

With this technique, you'll find the Hunters quite easy to take out (especially the MkIs which you can ram should the worst come to the worst). On the other hand, the MkVs are agile and have the ability to launch AMMs (Anti-Missile Missiles). So do the control tower robots. The best tactic is to fly as close as possible before launching and the chances are that your opponent won't have time to react.

In the case of the MkV, don't skimp on the lasers if you want to be sure of destroying it. Remember also, that some of the buildings tend to fire off missiles at you while you're not looking. Keep an eye on your sensors. As long as you detect them around the time that they're fired you should be able to knock them out with laser fire or an AMM.

POKES

Jim Blackler has provided us with a bevy of POKEs (the first four of which, incidentally, are for games on Hewson's *4th Dimension* compilation). The following routine provides the basis for the five following POKEs. Type in lines 10 to 80 and then tag on the POKE you want. Save the program out (just in case), RUN it and wait for the screen prompts. Couldn't be easier.

```
10 A=520: REM CYBERHACK – BASE LISTING
FOR CYBERLOAD GAMES – BY JIM BLACKLER
20 READ Z: Q=Q+Z: IF Q<>0 THEN POKE A, Z:
A=A+1: GOTO 20
30 SYS 520: REM QUANTITY ERROR MEANS
CHECKSUM FAILED – CHECK LISTING
40 DATA 32, 44, 247, 162, 16, 142, 62, 3, 232, 142,
64, 3, 32, 108, 245, 169, 32, 141, 233, 16
50 DATA 169, 61, 141, 234, 16, 169, 2, 141, 235,
16, 162, 157, 189, 158, 16, 157, 158, 2, 202
60 DATA 208, 247, 169, 166, 141, 20, 3, 169, 2,
141, 21, 3, 208, 254, 141, 13, 220, 72, 169, 32
70 DATA 141, 240, 3, 169, 82, 141, 241, 3, 169, 2,
141, 242, 3, 104, 96, 169, 93, 162, 2, 141
80 REM END OF CYBERHACK
```

CYBERDINE WARRIOR

This POKE for infinite energy, time and ammo...

```
90 REM CYBERHACK SUPPLEMENT FOR
CYBERDINE WARRIOR
100 DATA 201, 250, 142, 202, 250, 96, 78, 69, 230,
169
110 DATA 173, 141, 194, 229, 141, 100, 230, 76,
54, 250, -12528
```

HEAD THE BALL

Infinite energy, bombs, shields and bullets...

```
90 REM CYBERHACK SUPPLEMENT FOR HEAD
THE BALL
100 DATA 181, 250, 142, 182, 250, 96, 78, 167,
140, 78, 105, 131, 76, 34, 250, -11413
```

INSECTS IN SPACE

Infinite lives and smart bombs...

```
90 REM CYBERHACK SUPPLEMENT FOR
INSECTS IN SPACE
100 DATA 201, 250, 142, 202, 250, 96, 169, 173,
141, 253, 66, 141, 80, 62, 76, 54, 250, -11859
```

IMPOSSABUBBLE

Quite simply infinite lives...

```
90 REM CYBERHACK SUPPLEMENT FOR
IMPOSSABUBBLE
100 DATA 201, 250, 142, 202, 250, 96, 169,
173, 141, 116, 126, 76, 54, 250, -11499
```

HAMMERFIST

This provides infinite energy and ammunition for both characters on the new version...

```
90 CYBERHACK SUPPLEMENT FOR HAMMER-
FIST
100 DATA 228, 230, 142, 229, 230, 96, 78, 157,
166, 169, 165, 141, 47, 151, 141, 143, 142, 141
110 DATA 214, 142, 141, 140, 143, 141, 56, 144,
76, 81, 230, -13557
```

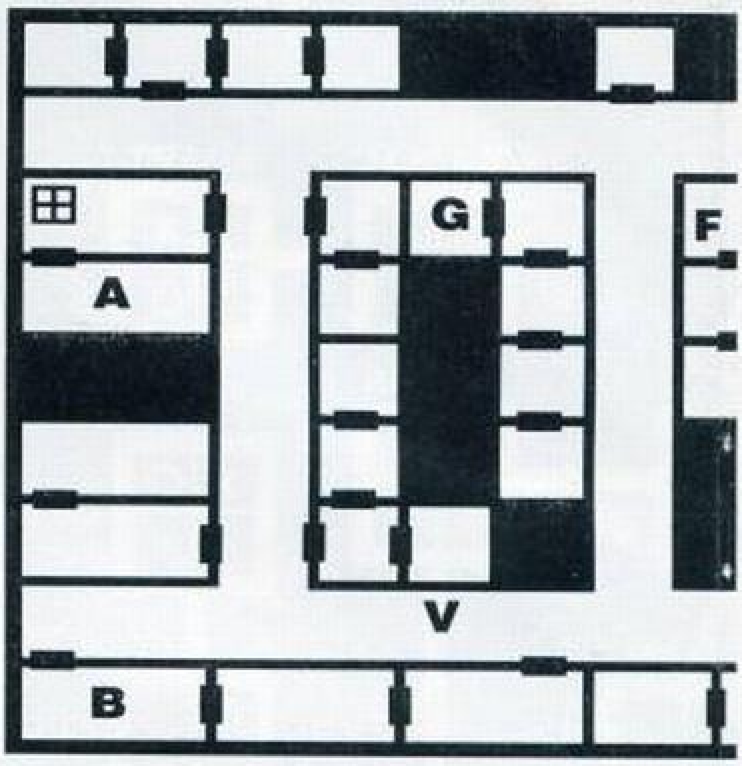
More pokes on page 46!

1. FLOOR 32
(First Floor)

In order to progress to the later levels, you MUST collect the following objects;

THE RADIO – To listen in on the terrorists, and call the cops
THE LIGHTER – To travel through those grimy vents
AMMUNITION – For use with the UZI
THE CORD – For use with the explosives
A KEY – To unlock the doors in the Air Shaft room
FOOD – For extra health

Once these objects have been collected (in no specific order) you can then head for the security room (going through the vents is advised). Here you must use the DIE HARD MANUAL to deactivate the security system. Then, head for the staircase.



DIE HARD

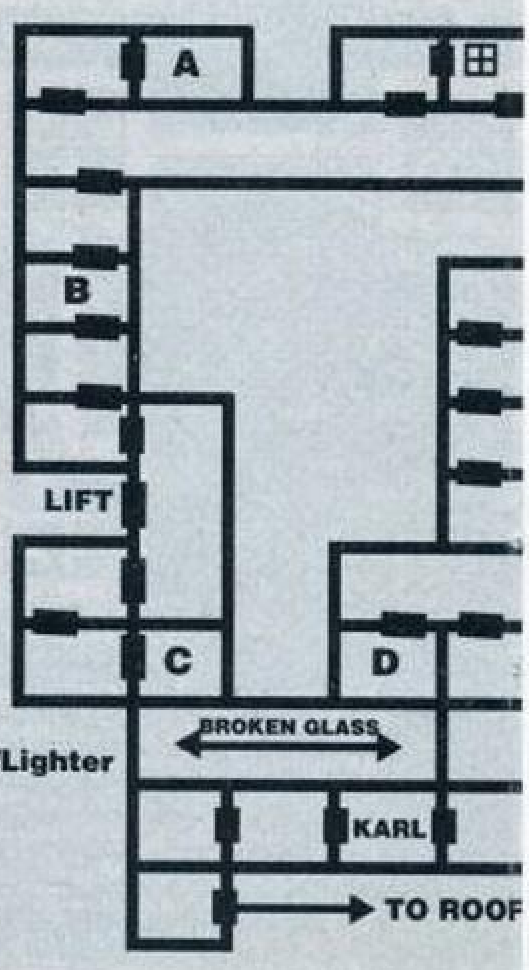
So you've discovered, to your dismay, that Bruce Willis you ain't. Don't lose sleep over it, just have a quick scan at our Die Hard player's guide below and go kick Hans Gruber's ass, preferably killing him in the process. (Look Ma, no Hans – groan)

3. FLOOR 33

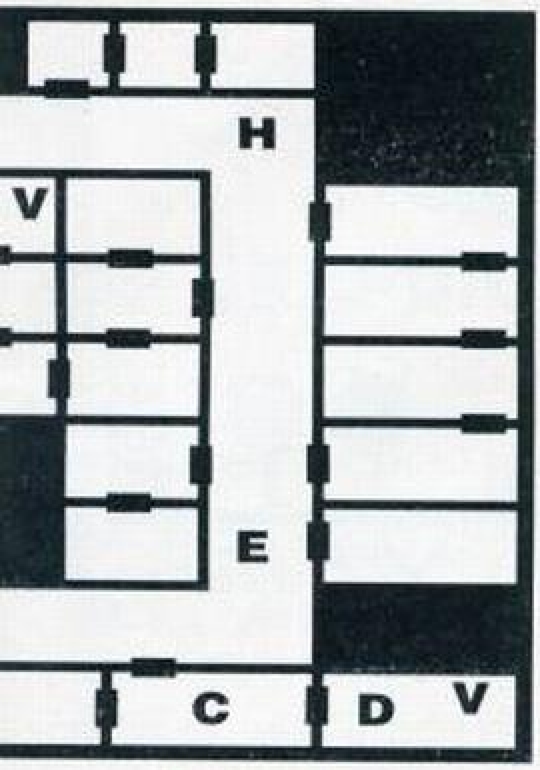
Move left to the end of the corridor, and go into the 'top' room. The terrorist here has the detonators. Yes, you guessed it, kill him! Head down into the Board Room, kill the terrorist, and throw him out of the window (Bruce Willis was never like this in Moonlighting!).

Head down and east into the corridor, then drop the explosives down the lift shaft; you MUST be carrying the explosives, the cord and the detonators to do this. The explosion will kill the terrorist that would otherwise block your path on a later level. When walking through the computer room, try not to step on broken glass. If you do get cut, you'll have to run down the hall to the first aid kit.

Head east along the main corridor and go into the 'block' of 12 rooms. Kill the terrorist and pick up the first aid kit because you're certainly going to need it later. Go up the stairs, and prepare to meet Karl! He will throw your gun and ammunition down the air shaft – you must defeat him with hand-to-hand conflict (it's a good idea to have the first aid kit on standby here). Once he has been defeated, get his gun and ammunition, and get the hell out of there – up the stairs.



⊞ 1st Aid
A Detonator
B Uzi/Cigarettes/Lighter
C Uzi
D Uzi
E 1st Aid Kit
V Vent

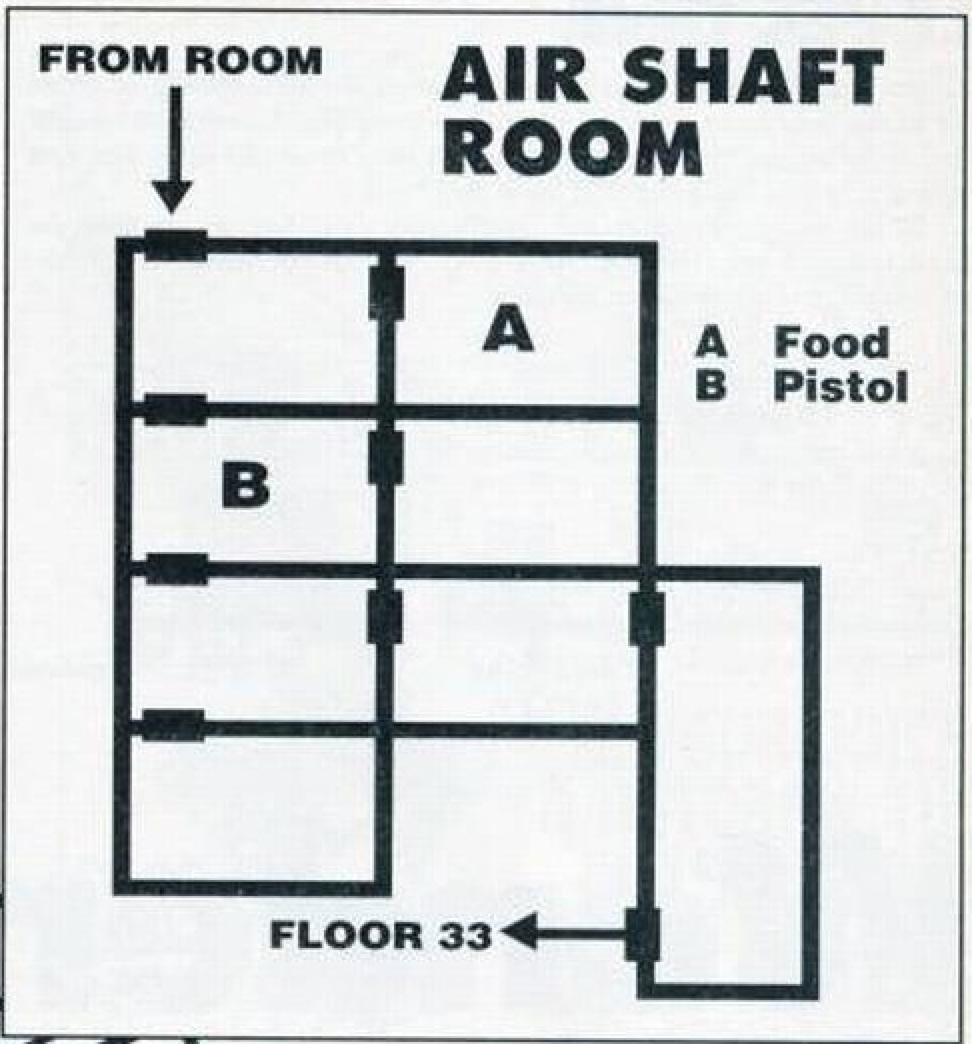


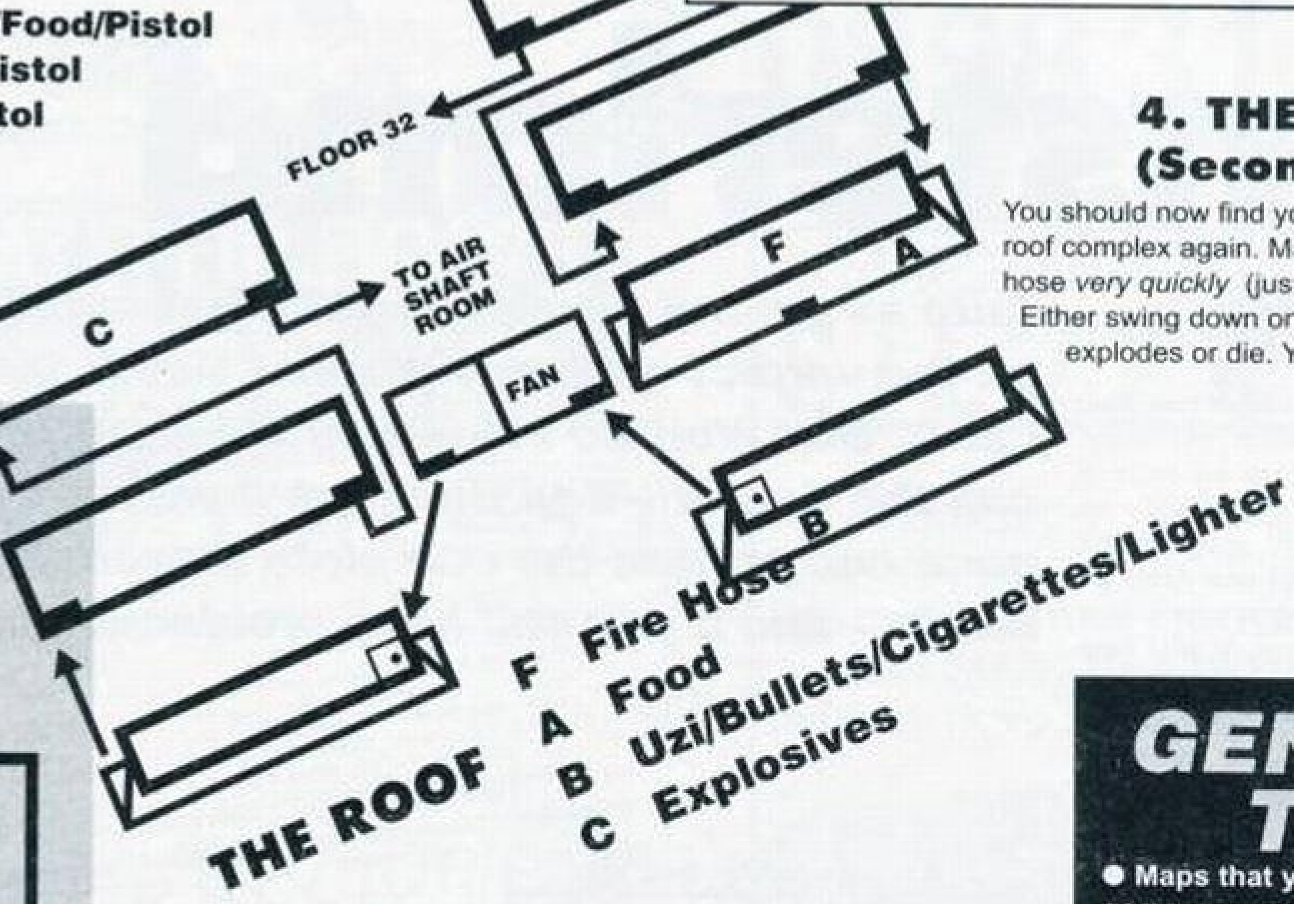
FLOOR 32

1st Aid
Cigarettes
Lighter
Lighter
Bullets/Food/Pistol
Radio/Pistol
Key/Pistol
Cord
Pistol
Vent

2. THE ROOF (First Visit)

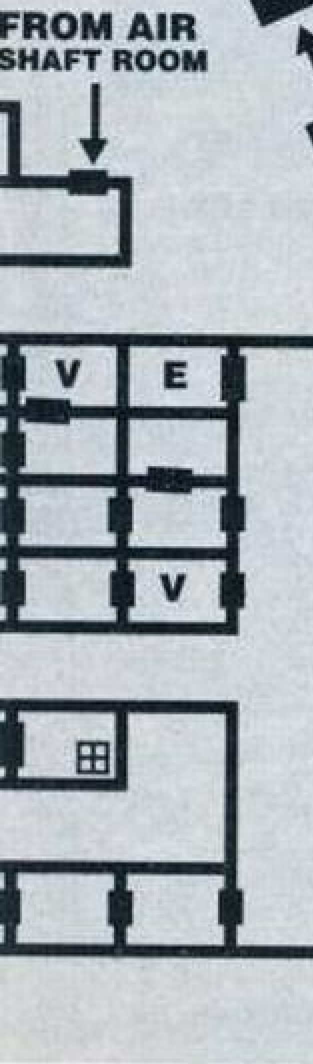
Move left for the first two sections, and then move right (follow the map if unsure). Kill the first terrorist you encounter to get some much needed food. Keep going left, and kill the man with the UZI. Search him, and collect the gun and ammunition. Go through the door, then shoot the fan to get into the second part of the roof – here you will find the explosives (naturally you have to kill a terrorist to get them). Head right, and into the Air Shaft room (you must have the key here). Search for some food and a pistol, then move east into the corridor and out.


FROM ROOM
AIR SHAFT ROOM
A
B
A Food
B Pistol
FLOOR 33


FLOOR 32
TO AIR SHAFT ROOM
C
FAN
F
A
B
THE ROOF
F Fire Hose
A Food
B Uzi/Bullets/Cigarettes/Lighter
C Explosives

4. THE ROOF (Second Visit)

You should now find yourself at the start of the roof complex again. Make your way to the fire hose *very quickly* (just get your ass out of sight). Either swing down on the rope before the roof explodes or die. Your choice.


FROM AIR SHAFT ROOM
V
E
V

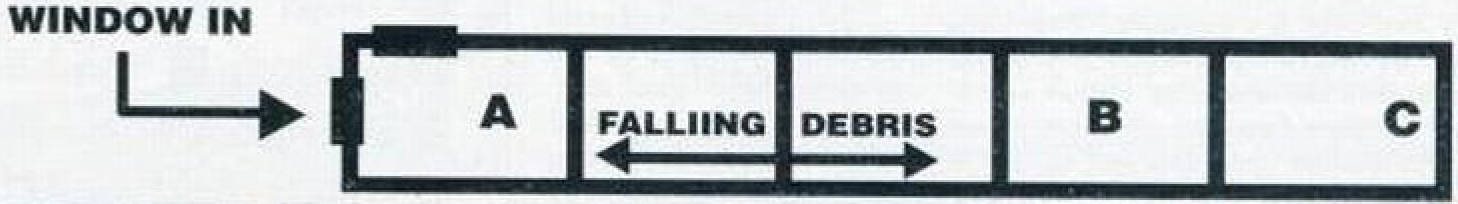
GENERAL TIPS

- **Maps that you may find during the game are grossly inaccurate – use ours instead**
- **In general, first aid cupboards can only be used once**
- **When fighting, toggle between punch and low kick repeatedly**
- **Anyone who can reset their machine can enter this: POKE 5801,173 for infinite ammunition**

5. THE TRASHED HALL (FINALE)

Shoot the terrorist (if he's not already dead) and move right. For the next two screens you must dodge the falling debris – easier said than done! Kill the next terrorist you encounter, as he has a handy first aid kit. Then you will come face to face with the Hans himself. Walk towards him (Holly will push away) and shoot him – he falls out of the window, to his death. HOORAY! (The End, roll credits...)

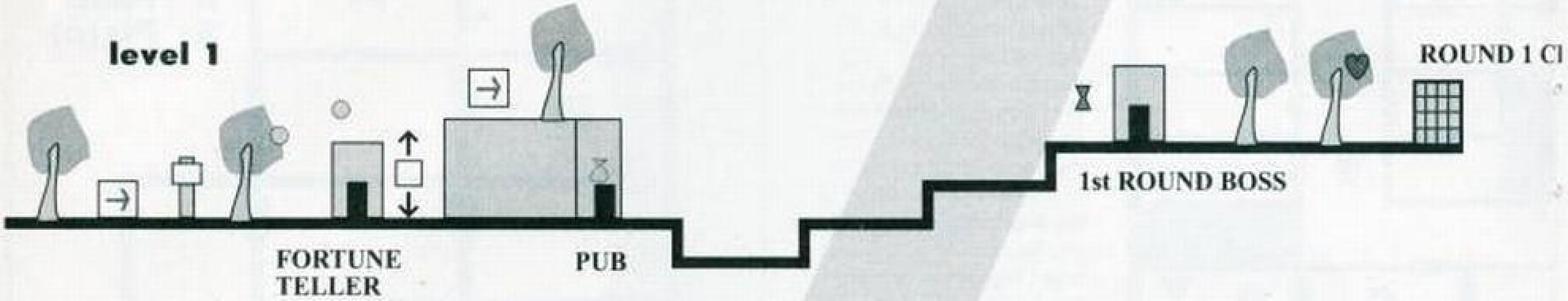
A Uzi
B 1st Aid/Uzi/Bullets
C Hans and Holly (the end)


WINDOW IN
A
FALLIING
DEBRIS
B
C

LEVEL ONE

Collect the coin in the tree before entering the hut. After you come out of the hut, jump on top and collect three coins (jump above the door's left edge). Jump against the wall next to drinks shop/bar and collect a bag of coins. Collect your egg timer.

To kill Death, stand in the centre and stab him as he swoops down towards you. Kill the snake and then collect a heart by jumping around the trunk of the last tree.



Wonderboy In Monsterland

Cute as pie but tough as hell? That appears to be the verdict on* Super Wonder Boy in Monster Land. *'Sup Won Bo I Mon Lan' for short (quick, call the doctor – Ed). Blow me if we haven't gone and printed the complete player's guide below – and if you still have problems, give up

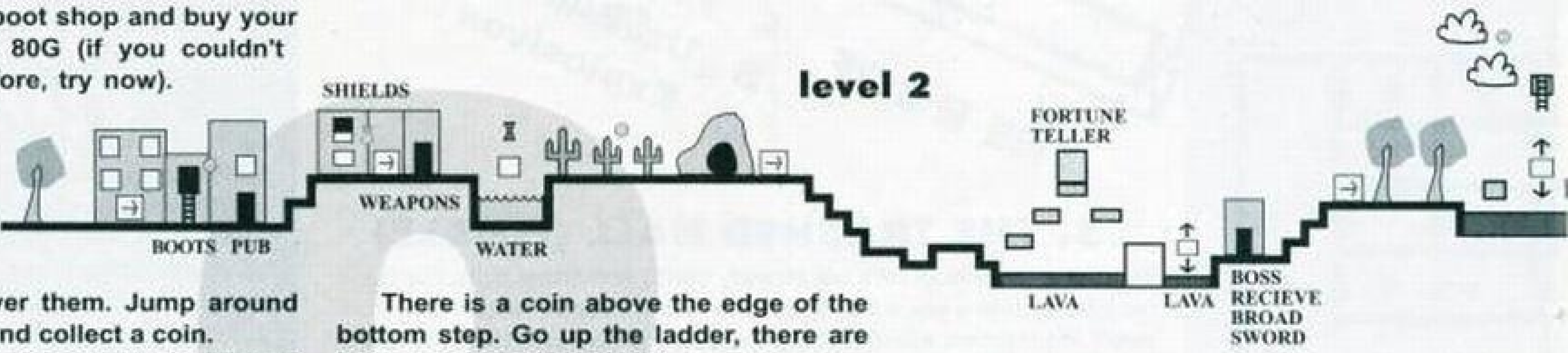
LEVEL TWO

Climb onto the platform where the boot shop is, but try not to enter the shop. Jump off to the right to where the edge of the house is to collect a coin. Move up the platforms to the shield shop. Stand on the far right of the ledge and jump off to the right to collect a bag of coins near where the roof drops down. If you leap off to the left, there is a coin in the cloud.

Return to the boot shop and buy your leather boots for 80G (if you couldn't find the coins before, try now). Jump onto the platform above the water and collect the egg timer. Leap off but watch for arrows – jump over them. Jump around the small cactus and collect a coin.

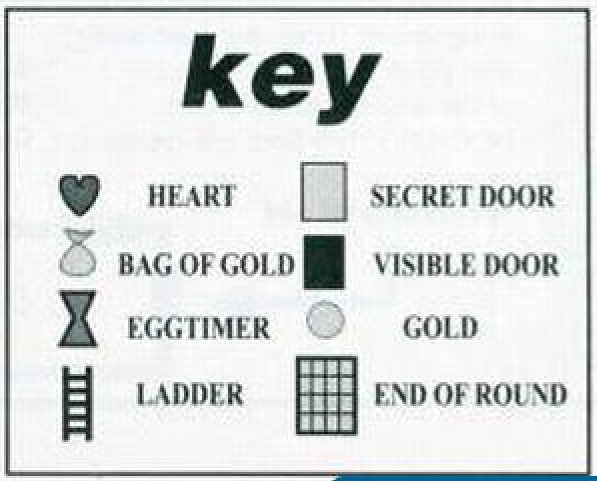
Enter the cave, jump up at the edge of the second but bottom step and collect a coin. Knock on the indicated door and obtain your scroll for Catherine.

To get your sword, enter the final door and walk towards the centre of the screen avoiding the fireballs. Stab King Vampire as he comes towards you. Jump on top of this hut and collect three coins. Once you return from the cave and move across the water, you can get healed if you need to.



There is a coin above the edge of the bottom step. Go up the ladder, there are three coins in the cloud to the left. Jump onto the other platform and collect the egg timer. Once you are across the gap, there is a coin in the tree.

To kill Master Myconid it's best to run at him, jump and stab. Repeat this method again and Myconid should die.



LEVEL THREE

Proceed along the level and collect a coin just in front of the candle before the spikes. Jump across the spikes, wait next to the final pair of spikes for the eel whips (red ghosts) to come towards you. Run underneath the one on the left and climb up the ladder. Proceed up to the next screen after killing the Malkonid (walking mushroom) and the snake.

On the next screen, jump at the right edge of the ladder platform to obtain a coin. Jump across to the candle, and you should find a heart around here.

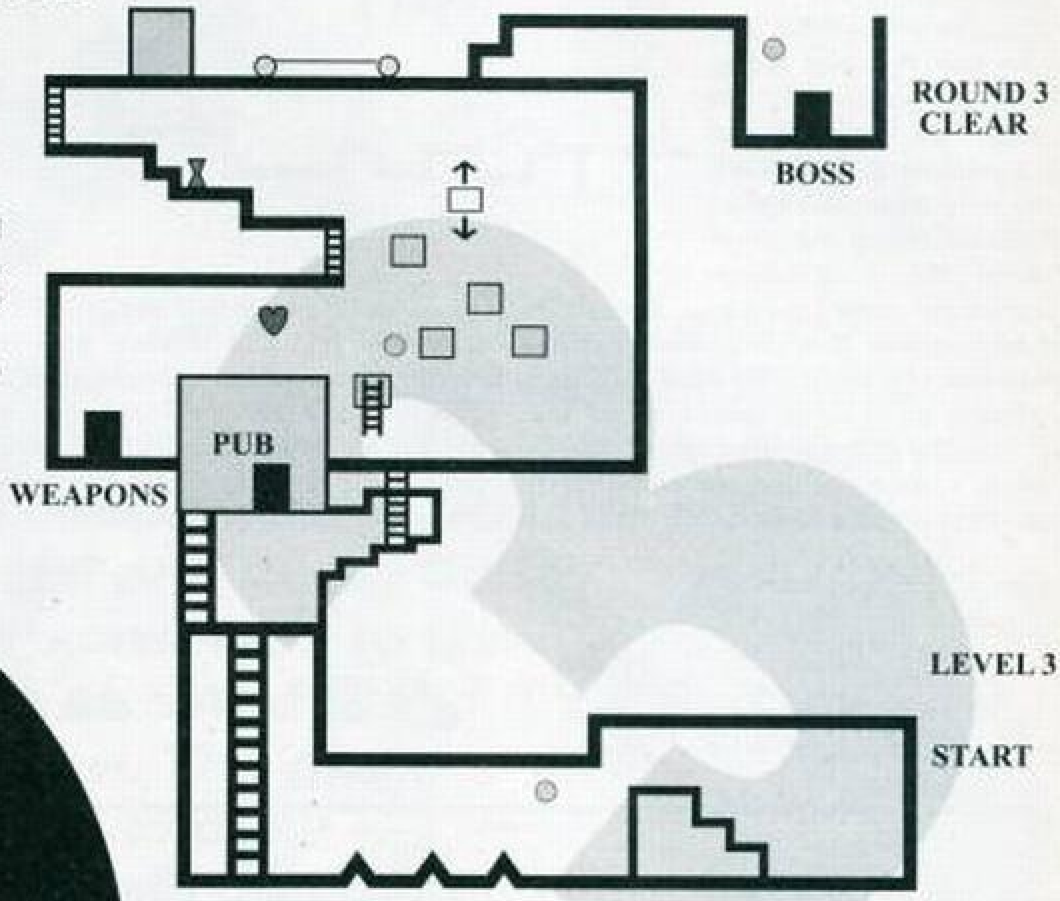
Go into the magic store twice, each time buy five fireballs. Try to avoid using the Magic, as you need as much as possible for the final dragon!

Proceed up to the next section. If you jump off the moving platform to the right, you'll find another coin. Collect your egg timer (half way up the stairs) and climb up the ladder. Buy your light armour for 60G. Jump off the platform to collect a coin (just before the knight's door).

To kill the Red Knight, stab him as he is about to stab/jump on you.

LEAR

level 3



LEVEL FOUR

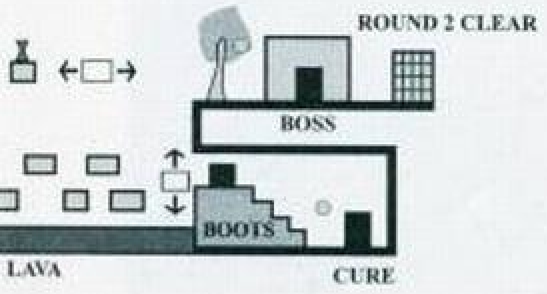
Collect the bags of money that can be found on most of the platforms. Collect a coin by jumping up at the left edge of the little island with the crab.

On the moving platform if you jump in the correct place, you receive a bag of money. In the coastal town of Baraboro, buy your heavy armour for 100G.

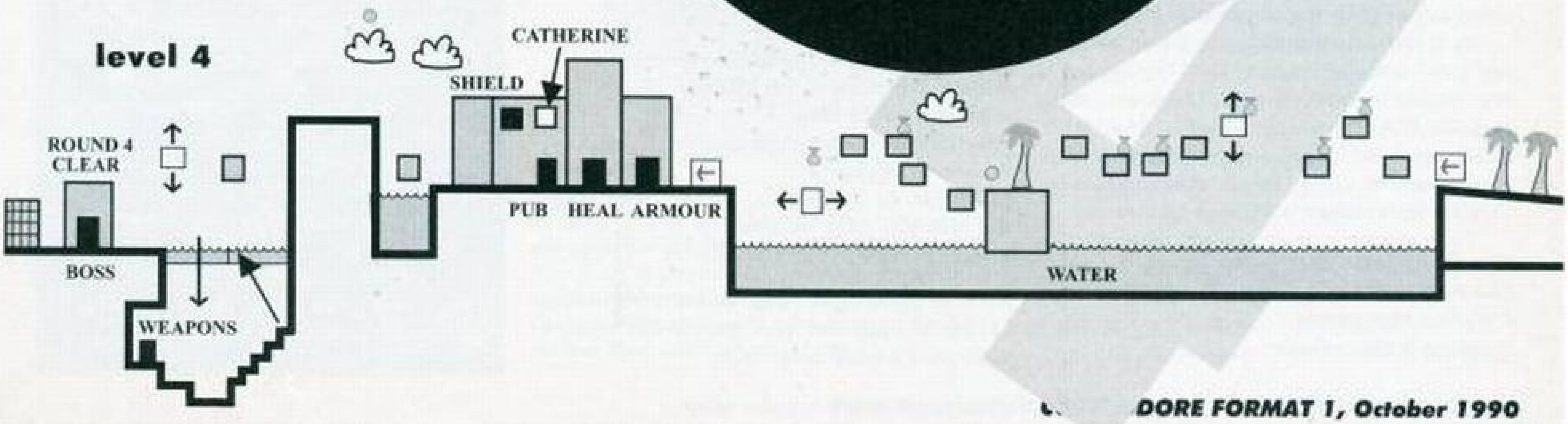
Catherine lives above the bar next to the shield shop. See her to obtain your flute. At the edge of the houses, jump – there is a bag of money there.

Return to the shield shop and buy your knight shield for 120G. Using the spring in the rock, jump onto the cloud and collect your three coins (left hand cloud). Jump over the water and kill Kurachen.

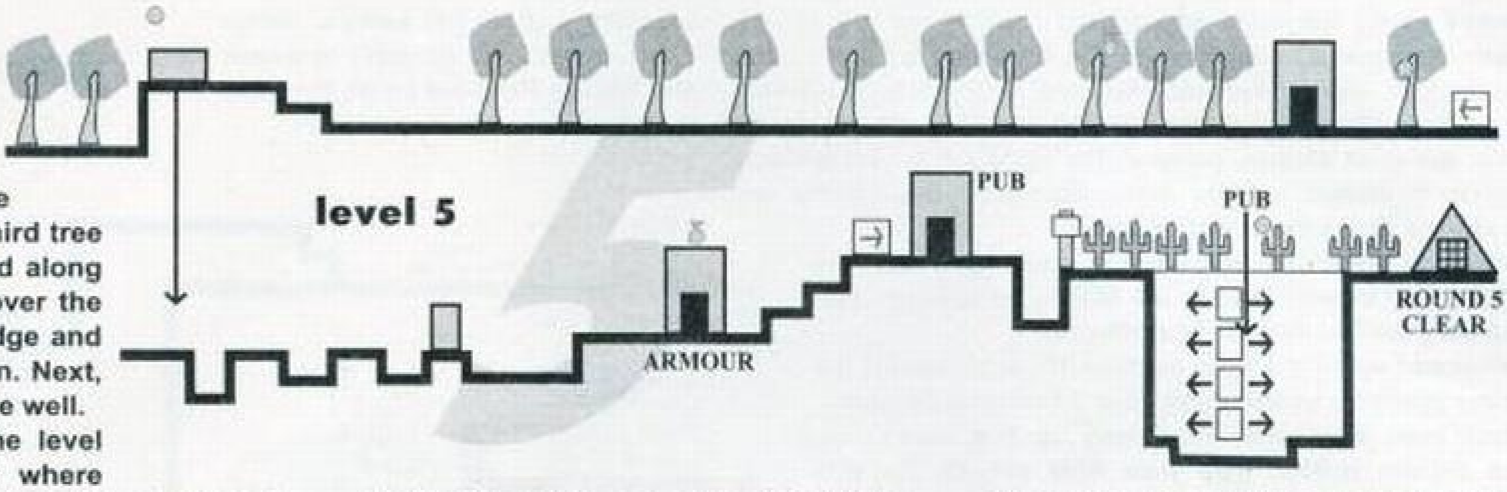
To defeat the squid, approach him while avoiding the fireballs. Jump and stab him. It's easier to attack him from behind. After killing him go back and drop down into the water, purchase 10 fireballs from the store. Return and kill Kurachen again (try and use your sword). Collect the money then the big heart, finish the level and you should receive a 10,000 point bonus!



level 4



LEVEL FIVE

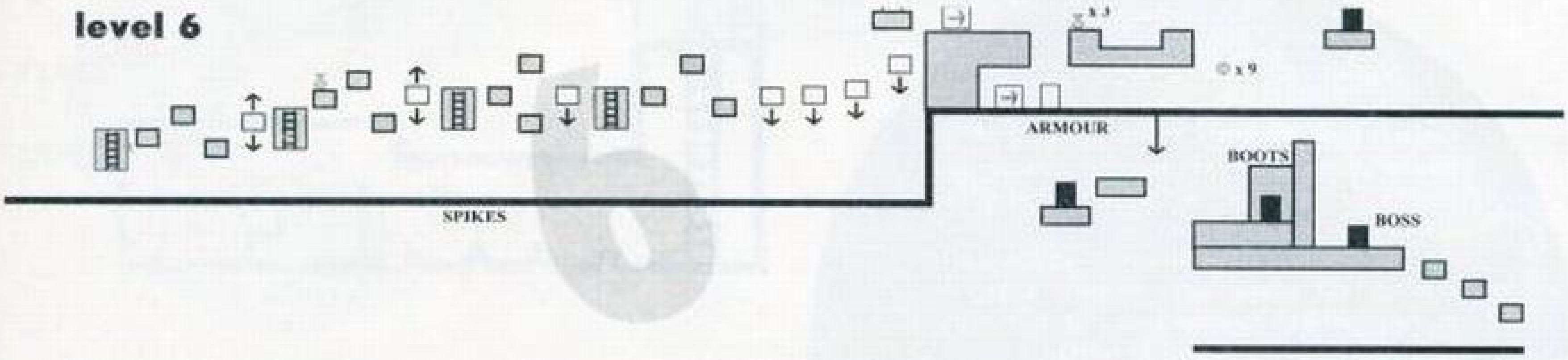


Collect the coin in he first tree and the ag of coins in the third tree fter the bar. Proceed along he level, but jump over the well. Stand on the edge and ump to collect a coin. Next, ravely drop down the well.

Proceed along the level nd enter the door where he question mark appears. Approach Giant Khong and stab him. If he moves, go after him and keep stabbing. This way you should be able to avoid all of the rocks that he throws. Assuming you're still alive, collect the bag of coins from on top of the armour shop.

In the Mam Desert buy two 28G drinks from the bar and receive your note for Betty. Jump across the water and kill the first goblin. After him, block the first arrow then jump over the next one: you should now be able to go along the level killing the goblins and collecting the money.

Return to the pit to collect the key. Getting out of the pit is tricky so time the jumps well. To kill the last flying creature. Stand on the left where the ground is raised. Once out of the pit, you can kill all of the goblins again and receive all the money again. Now enter the Pyramid.



LEVEL SIX

Carefully jump across all the platforms killing coin collectors to receive bags of money. Once you have travelled up the sinking stars to the end of the screen, don't go off. Just walk onto the last platform, walk across and jump onto the fixed platform. Buy 10 fireballs here. Exit the screen.

In the next part, kill the snakes and jump across the gap to collect three bags of money. Proceed along this level, jump across and kill Rohpah (the plant). If you need to, get healed. Drop off this level to the left, just before the spikes, jump and about eight coins can be collected.

Jump across the gap and kill the snakes and the rat. Return and drop down the gap. Jump across to the right and buy your ceramic boots if you have enough for them (the ceramic boots are often better than the legendary boots).

Exit the store and jump back across the gap. Proceed along and jump onto the platform with the door above the spikes. Buy two 15G drinks, but take notice of what Betty says when you buy your second drink. What she says is a clue for defeating the sphinx.

If he likes green diamonds
Baseball is the answer
If he has new shoes
Jogging is the answer
If he has many clubs
Golf is the answer
If he has got strange glasses
Missile Defence is the answer
If he has had a ride
Afterburner is the answer
If he is on a diet
No dinner is the answer
If a chicken went missing
Fried chicken is the answer

And if you get the question wrong (dummy!) you can still defeat the sphinx with your sword and magic.

POKE POINT

The following two pokes don't require the Cyberhack base listing so just type in either one, RUN 'EM and load each game when prompted as before.

SHADOW WARRIOR

Infinite energy and time...

```
10 REM SHADOW WARRIORS HACK
BY JIM BLACKLER
20 SYS 62806:FORA=512TO532: READ
Z: POKE A, Z: NEXT: POKE 691, 2
30 DATA 169, 96, 141, 40, 4, 32, 0, 4,
169, 165, 141, 112, 135, 169, 173, 141,
199, 121, 76, 0, 8
```

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Infinite bombs and lives for both players, no less...

```
10 REM ESCAPE FROM THE PLANET
OF THE ROBOT MONSTERS HACK BY
JIM BLACKLER
20 SYS 62806: FOR A=564 TO 59 :
READZ: POKE A,Z:NEXT: POKE 717, 2
30 DATA 169, 96, 141, 92, 3, 32, 52, 3,
169, 173, 141, 88, 168, 141, 25, 56, 169,
240, 141, 225
40 DATA 166, 141, 245, 170, 169, 3,
141, 226, 166, 141, 246, 170, 76, 0, 128
```

Although we're all superb games players and could quite easily write the hint and tips ourselves, we're also incurably lazy. We'd be utterly, utterly grateful if you could send us your own POKEs, cheats and tips etc, and we'll send you a little something to show our undying gratitude: Commodore Format Tips, 30 Monmouth St, Bath, Avon BA! 2BW is the address to send them to. That's yer lot for this month, folks.

COMPUTER SHOPPER SHOW 1990

6-9 DECEMBER 1990 *WEMBLEY CONFERENCE CENTRE*

The Ticket Office Is Now Open! Save Time Save Money!

Call the Hotline 051 357 1736 have your credit card details

Doubling Up On Success

Last year saw almost 30,000 people converge on the first Computer Shopper Show. This year, the event - already the world's largest pre-Christmas computer shopping spree - will be even bigger.

The move to Wembley means nearly twice as much floor space, twice as many exhibitors, twice as many bargains, twice as many entrances and an extra day - all designed to cater for record crowds.

After all the Computer Shopper Show exists entirely to help the buying public get what they want at the price they want to pay. Ask anyone who went to last year's Show about the money they saved. Many visitors in our exit poll reported getting more than twice what they expected for their money (or paying half what they'd budgeted). That's what we call value!

Then there's advice - lots of it - on what to buy. Whether you're already a committed computer buff or a complete novice.

Whether you're in to PCs (including Amstrads and any IBM clone), Amiga, Atari ST, Acorn (Archimedes and BBC), Commodore and Sinclairs - or any popular machine - you'll find one-stop shopping at the Computer Shopper Show.

Start saving money now! Buy an advance ticket and you're already a pound or more in pocket. Or save even more with a family ticket - only £12 for two adults and two children.

Cut down on queuing time. Be first through the door to save even more money. Pre-order your entry tickets for FAST LANE PRIORITY.

☐ ___ Adult tickets at £4 (save £1)
☐ ___ Under 16's tickets at £2.50 (save £1)
☐ ___ Family tickets – admits up to 2 adults and 2 children – £12.00 (save £5)

Please indicate which day you expect to attend the show
☐ Thursday ☐ Friday ☐ Saturday ☐ Sunday

I would like to pay by –
☐ Cheque made payable to Blenheim Database Exhibitions Total £ ___________
☐ Credit card ☐ Access ☐ Visa Expiry date_______ No.☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signed ______________________

Name ______________________

Address ______________________

______________________ **Postcode** ______________________

Please return your completed order form to –
The Computer Shopper Show Ticket Office, Blenheim Database Exhibitions Ltd, PO Box 2,
Ellesmere Port, South Wirral L65 3EA **C6410**

Adults	~~£5.00~~	£4.00
Under 16's	~~£3.50~~	£2.50
Family Ticket (2 adults, 2 children)	~~£17.00~~	£12.00

The Computer Shopper Show 1990

Wembley Conference Centre
Wembley, London
Thursday December 6th -
Sunday December 9th 1990

Opening Hours:
Thursday December 6th
10.00-6.00
Friday December 7th
10.00-6.00
Saturday December 8th
09.00-6.00
Sunday December 9th
10.00-5.00

C64 GAMES SYSTEM
Wi

Kelly Sumner is not only Commodore's National Sales Manager, but he's also worked for the company for over a decade. So if anyone knows the whys and wherefores of the C64GS, he does. After taking a look at the new GS in action, we settled down in his office for a loose chat about the C64, past and present.

Why do this to the C64? Why make the GS in the first place?

"There's a few reasons. The main reason is that we want to get a 'cradle to grave' situation. When the customer buys a product, like a game console, when they upgrade later we want them to keep with Commodore. That's one of the reasons the Amiga is so successful at the moment, due to the number of 64s that we sold. It just carries through. Another reason is that we believe there is a market there. We don't think it's as big as a lot of people may want you to believe, but it's important if there's a market there for Commodore to have a slice of that market. At the same time, the third reason is if we have a console on the market, it waters down the market for our competitors.

So those are the main reasons. Also we think the 64 is right for that market. People are happy to write for the 64, and let's face it most of the people who buy the 64 buy it as a games machine. So now they'll have a choice: they can either have it purely as a games machine for £60 less than the computer version, or they can have the computer version for educational or productivity type applications."

You can have a much bigger Batman game on a cartridge

KELLY SUMNER

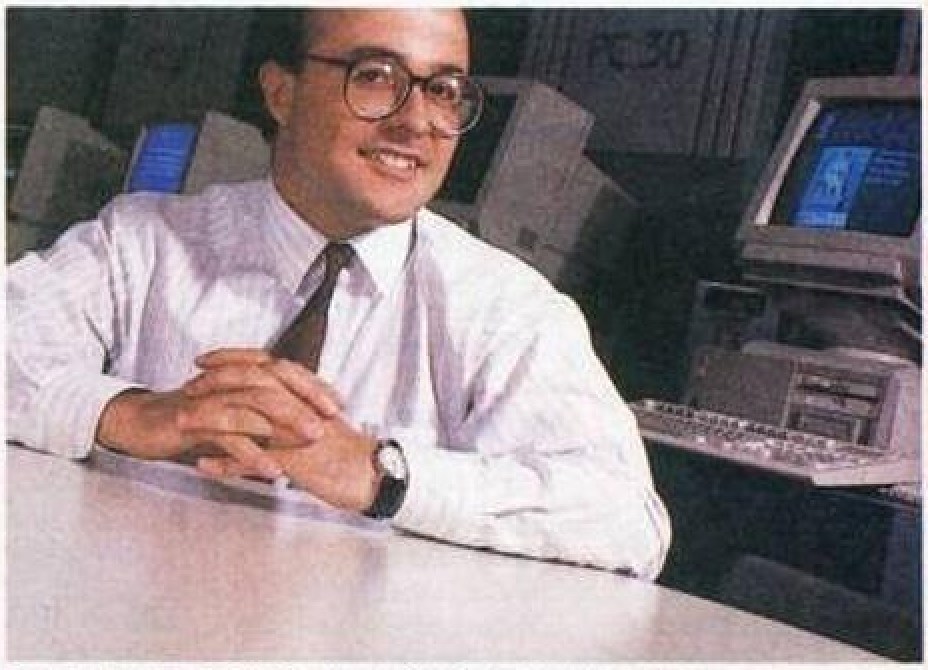
Commodore nearly brought out a console before, after all weren't the 64 and the Amiga both consoles originally?

"Not really the 64. The 64 came out of the VIC 20 which was sold as a computer and the first 64s, which at the time were retailing at £345 I may add, were being used for businesses. In fact the guys on the team still get people who are using them as word processors and business computers. So it was a business/hobbyist machine, that's how the 64 came out.

"The Amiga technology was developed by guys trying to bring out the ultimate machine for the hobbyist market, whether it be games or whatever. So neither were ever really a console. There have been rumours of an Amiga console, but quite frankly, because unlike other manufacturers we make our own chips, we have limitations on the number of silicon wafers we can produce. So it makes no sense to go into the console market with the Amiga product at the moment. Maybe in a couple of years time, but not at the moment. We just couldn't fill the demand. But on the 64 technology it makes sense for us to go for a console. Because it is a C64; apart from one ROM there is no difference between the Commodore 64C and the Commodore 64 Game System."

How do you see the C64GS' chances when it is launched?

"I think it will become the number one product this year, depending on the amount of product the software houses can get onto the market. Mostly because of the Commodore name, particularly the Commodore 64 name as it has a fantastic reputation out there. And also we'll be better than our competitors because of the software support from the



Been there, seen it, done it. Kelly Sumner's twelve years at Commodore have made him convinced of the console's inevitable success

Old computers never die – they just turn into consoles! The C64 has had more facelifts than Doctor Who, and this time it doesn't even have a keyboard. PHIL SOUTH went to Commodore for a look at the new beast, and speculate on the future of the seemingly immortal games machine.

icked!

Hot Games

The machine comes with four games up front all on the one cart: *Fiendish Freddy's Big Top O'Fun, Flimbo's Quest, Klax* and the old chestnut, *International Soccer*.

At the time we spoke to Commodore they had 46 games confirmed as being cart releases. Commodore estimate that there will be 60-70 top games on cartridge available before Christmas, and virtually hundreds next year. The reasoning behind the all-new games move is to give you big incentive to get the hottest new games on cart. There will come a time, not too far in the future it says, when games will be cartridge only releases and not on disk or tape at all.

major publishers in the UK. If you look at the market: there's an base of 55,000 Nintendos in the UK, there are just under 200,000 Segas, there are *no* Amstrad consoles at all because they haven't launched the product yet! But the 64 console, or at least machines that can take the cartridges that the 64GS will work on, has an installed base of 1.4 million. Let's not get carried away with that figure, let's put it in perspective. Last year we sold 206,000 C64s, the year before that 145,000 C64s. If you take that with what we will sell this year, you're talking about a minimum base of 500,000-750,000 people in the UK who can use cartridges. Now that's a very important number as far as a software house is concerned. They have limited capability for producing titles, they're obviously going to look into what the user base is. If can see there's a potential user base of 500,000 people that will obviously sway him to produce for the 64GS."

> ***People are rushing to bring out software for it before Christmas***
>
> ***KELLY SUMNER***

There are going to be buyers for the new games, even when nobody has bought a console yet?

"Yes, you look at the Amstrad... I'm not having a go at Amstrad at all here, by the way... they launch their console in September. If I was a publisher, I wouldn't bring out any software for it pre-Christmas, as most of them aren't going to be used until 25th December. So because we have this large installed user base, people are *rushing* to bring out software for it before Christmas for the launch. They know that from Day One it's going to be a goer. And quite a sizable one. You add up the user base of Nintendo and Sega and you still only add up to 250,000 units, which is half of the Commodore 64 base."

And I imagine it doesn't take long to transfer games from other media to the cartridge, either?

"No, it takes a couple of days. Let's take *Batman*, for example, that could be put on a cartridge in about two days. Obviously you have to produce the cartridges, which takes about 8 weeks, but the actual working model would take two days. The advantage to Ocean is that you can have a much bigger *Batman* game on a cartridge."

Is the capacity you can get on a cartridge that much bigger then?

"Yes it is, the traditional old style car-

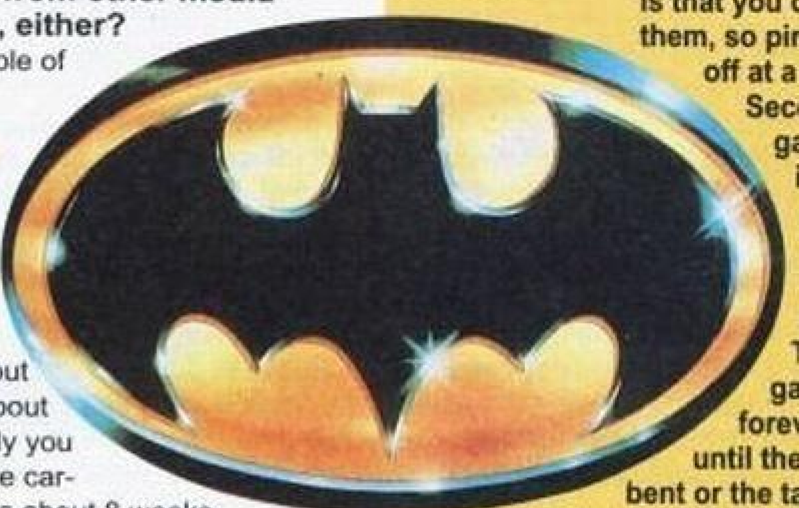
The 64 has been *the* game platform of choice for more people in the world for longer than any other computer ever made, so turning it into a pure games playing machine is no surprise. It already sports features like hardware sprites which modern game machine manufacturers claim is a new feature and it has an enormous software base out there: nearly one and a half million users.

Thousands of games have been written in the eight years since the release of the 64, so whatever Commodore does, it can't lose by altering the form of the machine itself.

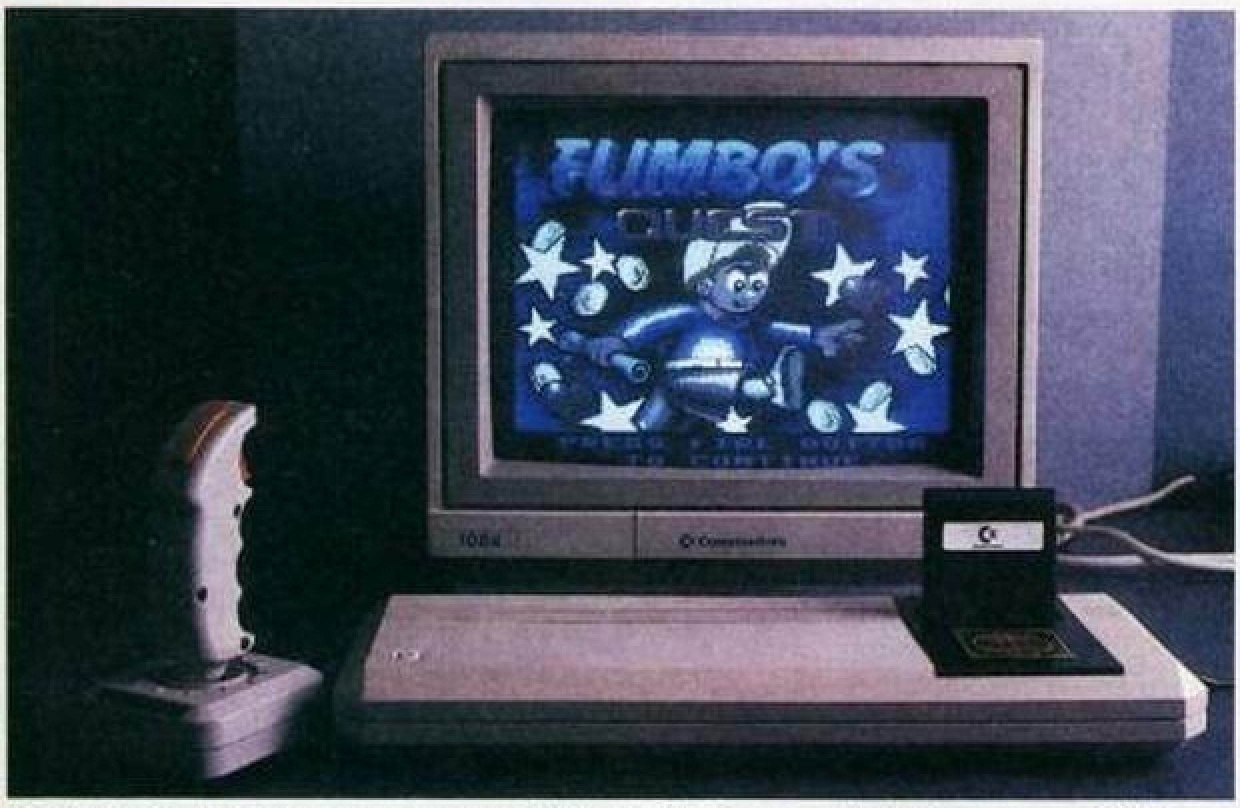
Of course, just because the GS (Game System) is here doesn't mean that the 64 itself will die out. Goodness knows, Commodore would have to shoot people to *stop* them buying the 64 anyway. Sales continue to climb with no more advertising than the annual note in the press about this year's package deal. But the GS will turn people on to the 64 who don't want a fully blown computer, or can't handle tape and disk loading (loading from cartridge is virtually instantaneous).

Take a look at the back of your 64. Did you know your machine had a cartridge slot already? It wouldn't be surprising if you didn't. The cartridge technology never really took off when the 64 was originally made, so cartridge games have been in somewhat short supply. Not any more though. With the release of the GS, major software manufacturers are committed to producing all their hot new games on cart format. So all of us will be able to benefit from the GS, right away. If you've got a 64, write software for it or sell it, then the GS is a lot of good news.

The trick with carts is that you can't copy them, so piracy is cut off at a stroke. Secondly, the games load in seconds, rather than minutes from tape or disk. Thirdly, the game is yours forever, not just until the disk gets bent or the tape gets caught in your datasette heads. So your investment in the game is secure, and you can swap games in the knowledge that what you're getting is going to be good quality, not bugged or broken. Whichever way you slice it, the cartridge boom is going to be great for everyone.



***Batman* is scheduled as one of the first major releases on cartridge – how will the new version change?**



Don't be fooled by appearances. The C64GS may not look as monolithic as some of the competitors it faces but the machine on which it is based was years ahead of its time when it was first released in 1982. With the emphasis now being placed on cartridge games of up to half a megabyte, the future of the C64 looks good for years to come

tridge is 128K. But most people will be using 256K cartridges, as opposed to 175K for the Commodore disk drive. And we ourselves are using a 512K cartridge, so there's quite a bit more capacity on there. Some of the games you're going to see before Christmas are going to take advantage of that, but more and more, as cartridge technology takes off, they'll be using that capacity."

So just like when disks first became available, games will develop to take advantage of the new format?

"Yes that's right. They've also got to give the person a reason to purchase a cartridge over and above cassette or disk. A cassette typically is £9.99, whereas a cartridge is going to be £19.99. What does the guy get extra? I think the most important thing is that he doesn't have to wait 30 mins to load a cassette, which normally he has to on a C64. I personally would pay that money to have instant load. What else does he get? Like you do on CD's you'll get more tracks or, in this case, other levels. I think the major reason people put their C64 or Spectrum +2 in the cupboard is not that the products aren't good, because they are good. It's just the *hassle* of cassettes. The technology hasn't changed for 8 years! I think that if I was a 64 owner today, I would go to cartridge because there's a limited time you can play after you've done your homework and before you go to bed. Your wasting a quarter or even a half of your playing time waiting for the thing to load."

Also there's the new technology angle, where 64 owners look around and see new technology, Amigas, CD ROMs, springing up all over and they say "Where's the new technology for me?"

"I think cartridge is the way it's going to go. It doesn't do anyone any good to have cassette based technology. It's no good for publishers, it's no good for Commodore and it's no good for the user. The publisher loses through piracy, Commodore loses through returns and the user wastes a lot of his leisure time. I really don't know what people *do* for thirty minutes while they load a game! Oh yes, and unlike a cassette there's no degradation. The cartridge user will be able to play the game year after year."

It's like a CD again, the quality of the product doesn't wane with use.

"I think in the market as a whole over the next two years you'll see cassettes and disks disappearing completely, and really the only media you'll see around will be cartridge or CD ROM. It's better for everyone; the capacity and longevity of those formats is much, much better."

They are also less easy to reproduce, as in piracy.

"We have to keep this industry strong, and pirates are ripping us all off. I do feel sorry for publishers, but cartridges should help."

How much longer has the 8 bit computer got?

"It depends what people do with it. I've worked for Commodore for twelve years, so year on year I've heard people say the 64's only got another year. And it's still around. It's a good product! This Christmas is going to be *another* 64 Christmas, and I think we're going to have at least another couple of years out of the 64. I'm sure it will celebrate its tenth anniversary in style. The software guys have now got to grips with the machine, they're now producing great software, and some of it is as good as the 16 bit software you see on other machines. So I think it's got a few more years yet."

John's original test rig with four megabits of RAM, using piggy-backed chips, and a battery back-up

Ins

The hub of Commodore's console revolution is the cartridge. Their old 16K carts are obviously of no use in these days of hundred K multiloads, so the task of producing a workable design fell to John Twiddy and Mev Dinc of Vivid Image. Stevie J went to Watford for a nose...

As well as the conversion of *Tau Ceti*, our cover tape, and *The Last Ninja* games, John Twiddy is also famed for designing Trilogic's expert cartridge and coding the 'Cyberload' tape mastering system. But it came as a surprise when he received a call from Commodore back in January of this year. "I was amazed when they contacted us, saying they were going to launch a console and wanted us to put together a four-game compilation to give away with the machine. It then turned out that they didn't actually have any hardware to put them on, and it developed from there!"

The cartridge had to be compatible with both the new console and all the existing C64s, and also offer the instant, large memory access that people have come to associate with the new wave of consoles.

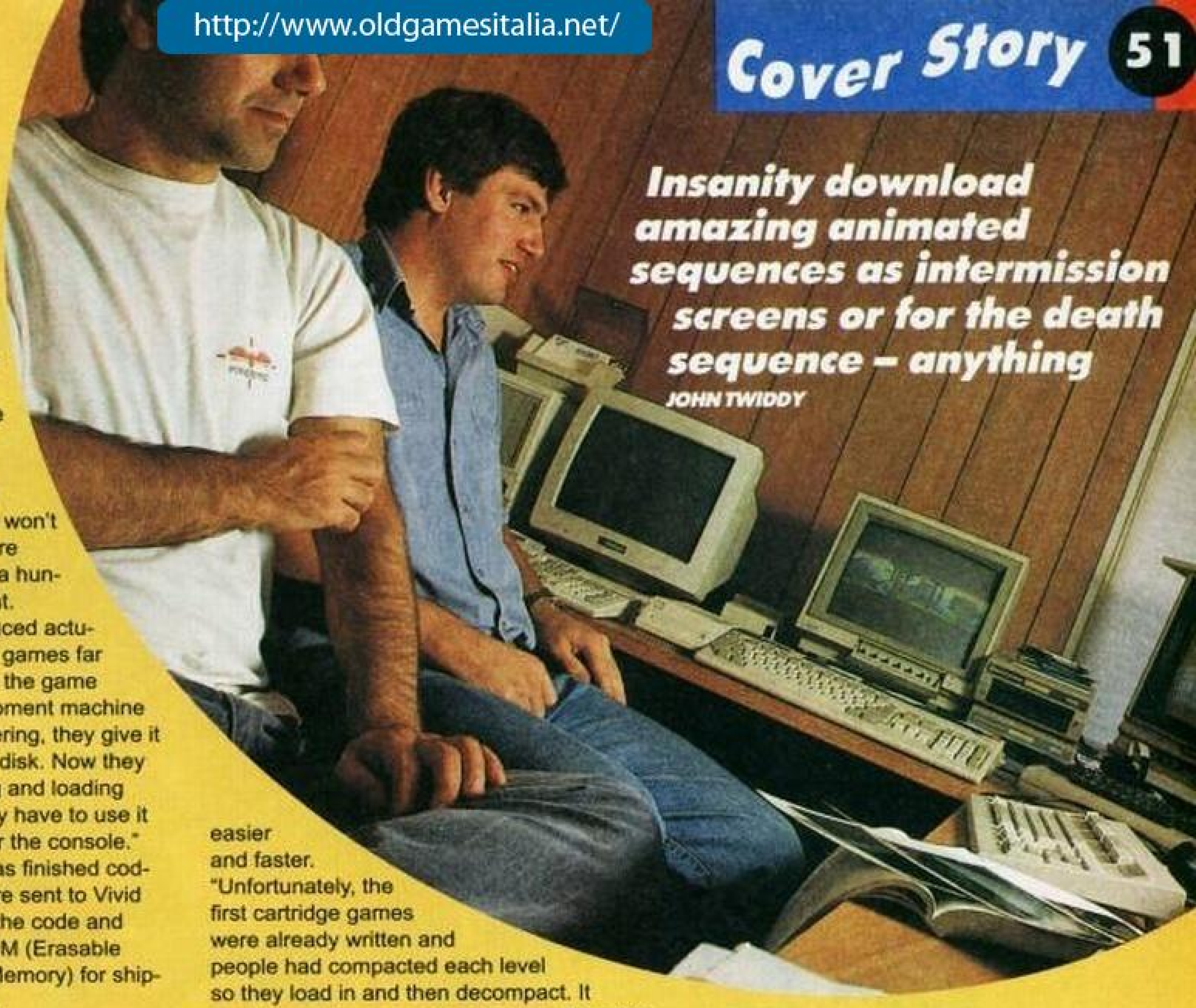
"We designed circuits to provide a half meg access to the 64" says John. "Basically it's got a 4 megabit ROM (Read Only Memory) which is equivalent to 512K or roughly half a megabyte, although it does have the potential to carry up to 16 megabits, or nearly 2 megabytes! There are also two small switching chips, which bank in the memory in chunks. The three chips are off-the-shelf chips – it's only the circuitry and operating system which we designed."

To make sure the cartridge is totally compatible with the console, Vivid Image were sent a replacement kernel ROM (the bit that carried the C64/console operating system) for their C64 development kit. "Commodore have tried to have extra software in the kernel, for window applications" said John. "You can now have drop-down windows, and windows with drop shadows. It does seem rather pointless at the moment since you can't easily utilise it with the console, and any software won't work with the standard C64."

Admittedly, the system is rather crude, but at least Commodore have made an effort toward future projects. Maybe, with a mouse plugged in, console owners will be able to access pull down menus, enabling them to play more complex games than the standard two-button joystick will allow...

John and Mev have also produced a development system which they can give out to publishers, allowing them to put their existing games on cartridge very easily.

stant Action



Insanity download amazing animated sequences as intermission screens or for the death sequence – anything
JOHN TWIDDY

"What they'll have is an emulation cartridge, some software and written guidelines on how best to use the system," explains John. "The emulation cartridge has ROMs and other chips in there, which makes a C64 and disk drive act in the same way as a console and cartridge. It's also compatible with disk turbos to make life easier for the programmers. We're actually producing the units ourselves, although we won't have massive demand – we're expecting to send out about a hundred: that should be sufficient.

"The utilities we've produced actually make writing disk-based games far easier. Programmers rely on the game being resident in the development machine and, when it comes to mastering, they give it to someone else to put it on disk. Now they can have everything working and loading from disk – so they don't only have to use it as a development system for the console."

Once the programmer has finished coding, all the necessary files are sent to Vivid Image so John can convert the code and store the game on an EPROM (Erasable Programmable Read-Only Memory) for shipping to ROM manufacturers.

"Once we've produced the EPROM we can put it on a cart and give it to the company who can then see the game running on the console without a disk drive or tape deck plugged in. They can play it and see that it works okay, before sending it off to the ROM manufacturer.

"Playtesting can take quite a long time – if a bug is found in tape or disk games, they can be recalled for re-mastering, but the price of doing that on cartridge is prohibitive, so the game must be absolutely bug-free before the final ROMs are burned."

COMPACT AND BIJOU

The restriction of 64K or a number of small loads is removed to a degree when you have half a meg of memory to play but publishers are still keen to save money by having the games on as small a cartridge as possible. Vivid Image have got this angle covered too: "We have a range of compactors varying in efficiency versus speed," explains John. "There are times when the code doesn't need to decompact quickly, so it can afford to be a smaller file.

"This whole process is completely invisible to the operating system of the cartridge, so programmers don't have to worry about it at all – they simply gives us the files. That makes the process of coding for the cartridge easier and faster.

"Unfortunately, the first cartridge games were already written and people had compacted each level so they load in and then decompact. It would have been very nice to have the extra time to get them to modify the programs since, when you're dealing with something that loads instantaneously and then have to wait five seconds for it to decompact, it really spoils the effect.

"The beauty of the cartridge is its instantaneity. *Fiendish Freddy*, for example, is a really dull game using tape multiload, but when it's all instantaneous it becomes quite a fun game. There's 370K worth of *Fiendish Freddy* on the cartridge – and now the only thing that slows it down is the music fade-out, which runs just before the next section is loaded in!"

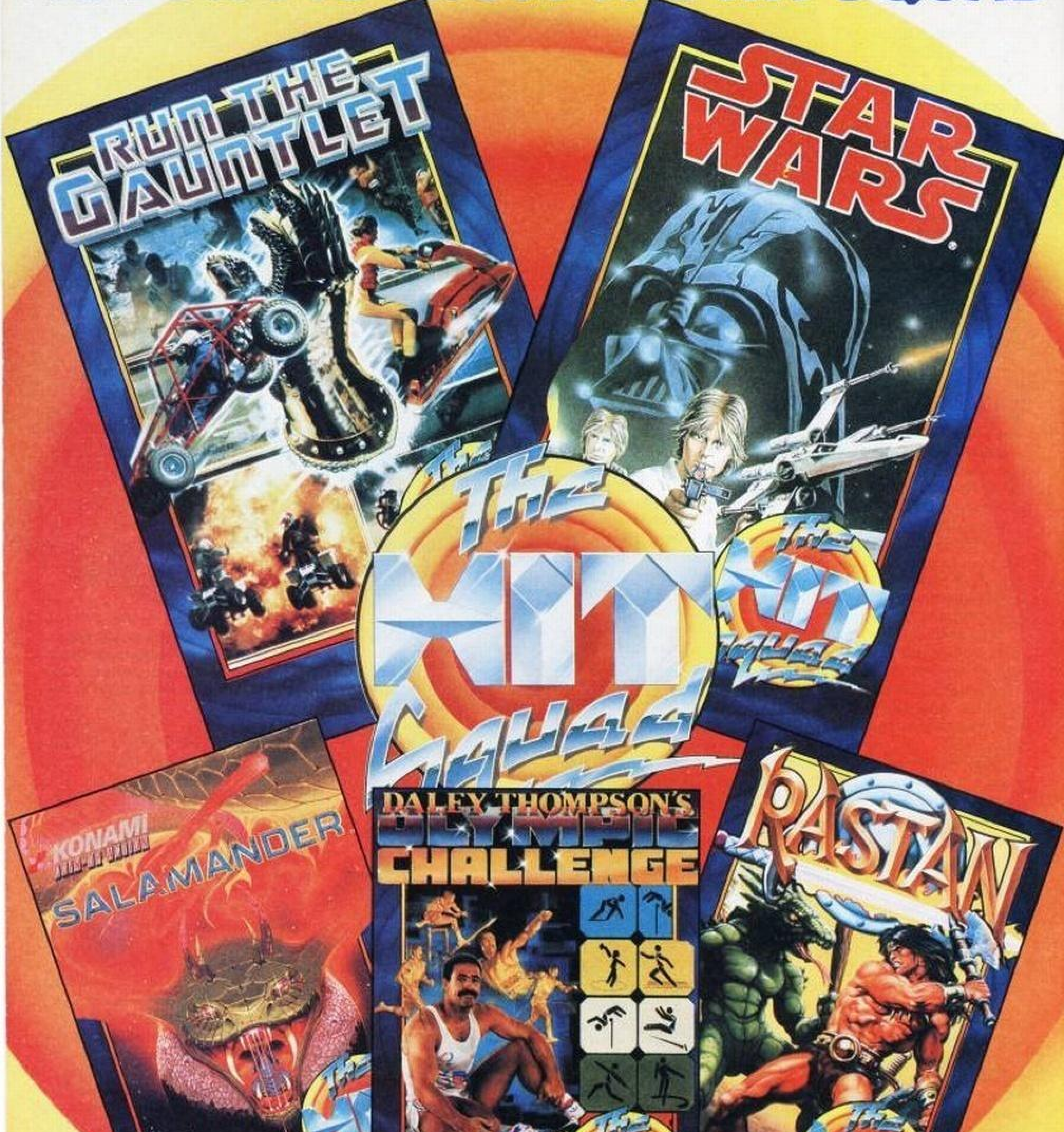
The increased memory size also means extra improvements in C64 games. "Apart from the ability to load in lots of hi-res pictures and animation routines, there's also the capacity to download huge look-up data tables. This can speed up complex calculations for things like 3D routines for vector graphic games, making the process more efficient and faster. In a 64K game you don't have enough room to put in a 30 or 40K look-up table and include the rest of the game. With cartridge, you can simply download the table whenever it's needed. The potential is very exciting.

"What we'd like is for people to start writing specially for the cartridge; to show lots of hi-res pictures, nice sampled music, just little presentation points like that. You could instantly download amazing animated sequences as intermission screens, or for the death sequence – anything!" Anything at all.

The kernel of Vivid Image itself. Mev Dinc (left) and John Twiddy with the development machines on which they designed the GS operating system

The new kernel ROM from the console includes a new boot-up screen. When you turn on the machine, you don't have the old blue Commodore 64 BASIC screen, you get an animated screen telling you to switch off the machine and insert a cartridge

HOT SHOTS FROM THE HIT SQUAD


RUN THE GAUNTLET
STAR WARS
The HIT Squad
KONAMI
SALAMANDER
DALEY THOMPSON'S OLYMPIC CHALLENGE
RASTAN

HIT NAMES · HIT GAMES · HIT SQUAD

ALL AVAILABLE NOW FOR: SPECTRUM · COMMODORE · AMSTRAD

SQUAD · PO BOX 350 · MANCHESTER

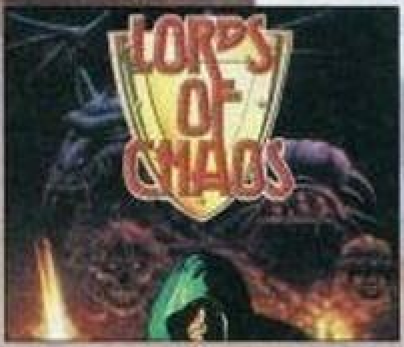
CHOOSE ONE OF THESE FABULOUS FREE GIFTS

FREE!!!

SPECIAL LAUNCH OFFER 13 ISSUES FOR THE PRICE OF 12. THIS OFFER WILL NEVER BE REPEATED

When you subscribe to Commodore Format at only £23.95

FREE GAME WORTH £9.99



Lords Of Chaos – It's a Corker! Pit your magical powers of combat against the evil forces of Chaos!

or

FREE T-SHIRT & BINDER WORTH £9.98

T-shirt and binder. Store your precious CFs neatly away, and tell the world who your fave 64 mag is!

FREE JOYSTICK WORTH £9.99

Powerplay Cruiser – The reviewers' choice of joystick, with adjustable torque and subtle CF colour scheme!

Commodore!
THEN GET
Com
GOT A 64?
THEN GET

The newest and greatest Commodore mag has arrived and is already set to break all sales records! Don't run the risk of missing out – guarantee your copy every month by taking out a subscription right now!

Just look what you get!

- 13 issues of Britain's best Commodore mag delivered straight to your door!
- 13 cover mounted cassettes packed with free games and playable demos!
- An absolutely spiffy gift of your choice – worth £9.99 yours FREE!

All this for just £23.95? Right on, it's a steal!

Don't hang about, complete the coupon below and return it today. Better still, phone our credit card hotline on ☎ 0458 - 74011.

YES! Please enter my subscription to Commodore Format at the all inclusive price of:

(tick as appropriate)

☐ UK – £23.95

☐ Europe – £38.35

☐ Rest of World – £51.90

My choice of FREE gift is :

☐ Lords of Chaos

☐ Joystick

☐ T-Shirt & binder

To ensure you get the best possible service, all overseas subscriptions are now sent by AIR MAIL

Name: .... Age: ....

Address: ....

....

.... Post Code: ....

My method of payment is *(tick your choice)*

Cheque *(make payable to Future Publishing Ltd)*

☐ Visa ☐ Access ☐ Expiry date

Card No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Enclose this coupon *(together with your cheque if applicable)* in an envelope to: **Commodore Format Subscriptions, FREEPOST, Somerton, TA11 7BR.**

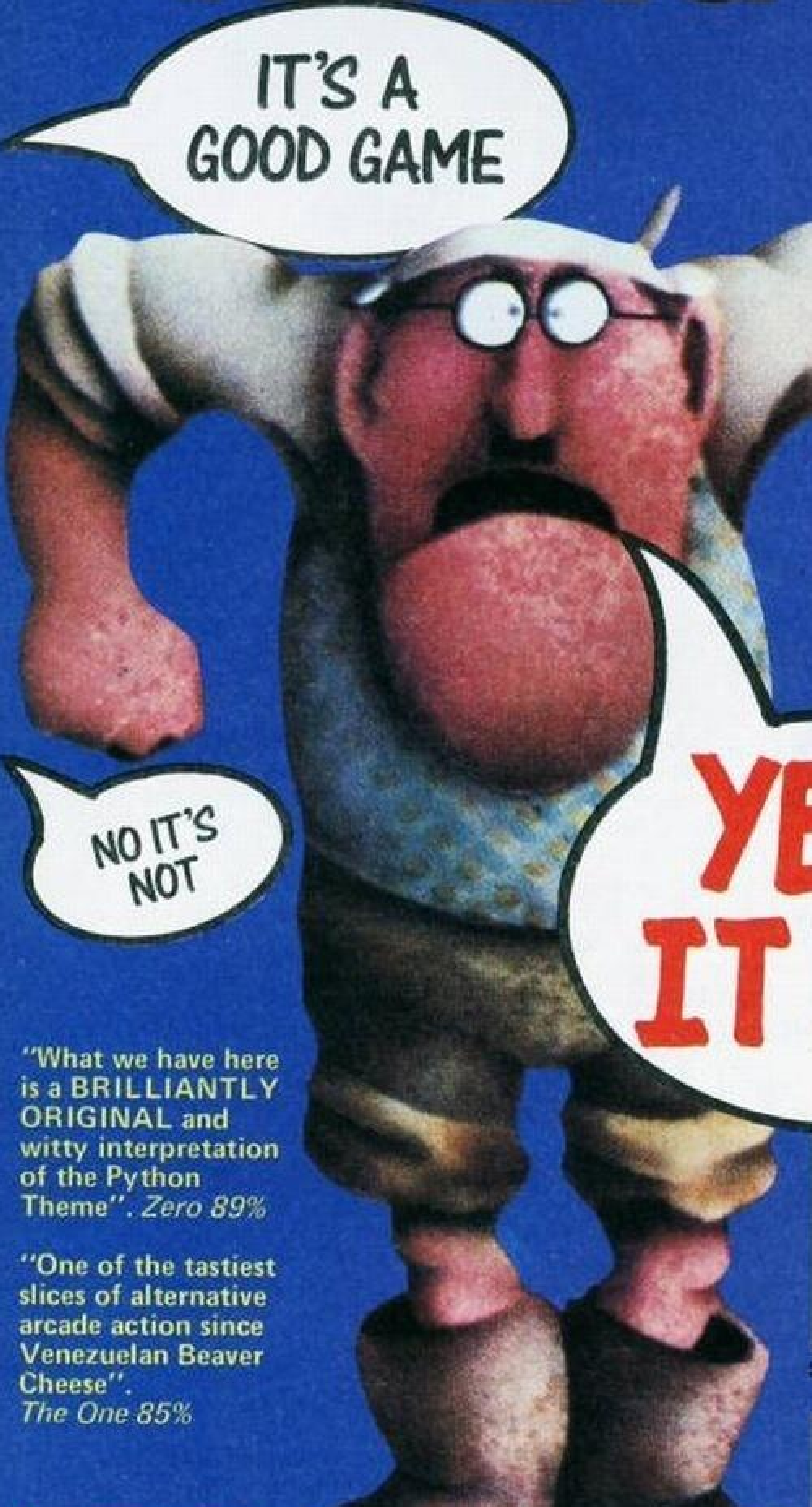
YOUR NO RISK GUARANTEE

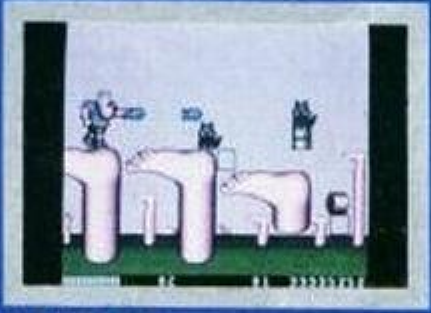
You can cancel your subscription at any time and we will refund you for all unmailed issues.

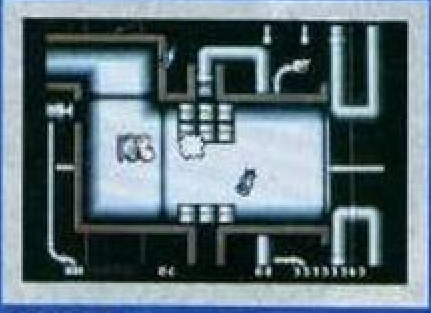
** This offer is valid until 12th October, 1990 **ONLY**

MONTY PYTHON'S FLYING CIRCUS

THE COMPUTER GAME

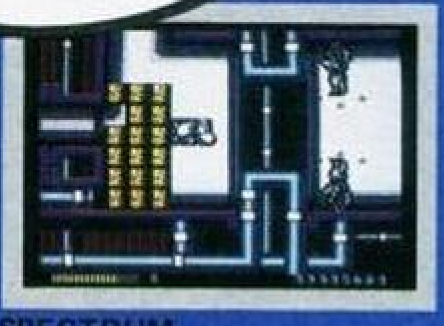


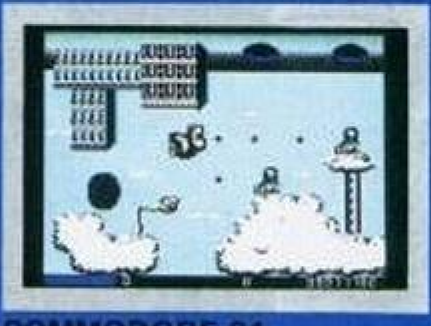

ATARI ST


AMIGA

"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". *Zero 89%*

"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*


SPECTRUM


COMMODORE 64

IBM PC

AMSTRAD

Virgin GAMES

©Python Productions 1990

ertronic Limited, 16 Portland Road, London, W

The Gauntlet

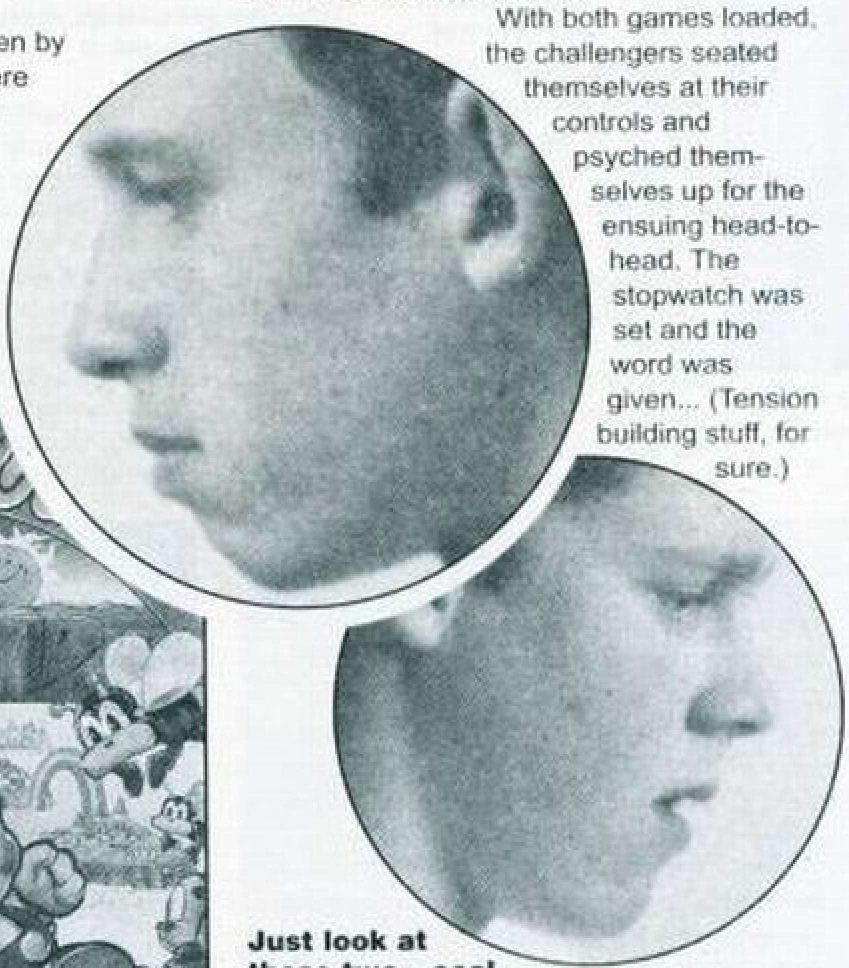
Who is the greatest games player of the land? COMMODORE FORMAT intends to find out. In the first of our challenges to you the readers, Mark Hill and Kevin Sibley push themselves to the limit to see who is the champion. The game has been chosen – Turrican will decide...

The favourite all along was Mark Hill. He was the one who had completed *Turrican* after senseless hours had been spent blasting and gryoscoping his way through the multitude of levels which span the game. Kevin Sibley, on the other hand, had not yet reached the sixth level in the time he had spent honing the accuracy of his lightning bolt fire. Yet here he was, confident of pulling out all the stops and being able to defeat his more experienced adversary. Only time would tell.

The game had been chosen by mutual consent. The rules were these. Mark and Kevin would play simultaneously, starting and finishing together. Play would last for 25 minutes. At the end of this time, whoever had the highest score would be deemed the winner – and who would therefore return next month to challenge a newcomer in a game of *Rainbow Islands* (but they didn't know that).

***Rainbow Islands:* the setting for next month's sawn-off slogging match**

With both games loaded, the challengers seated themselves at their controls and psyched themselves up for the ensuing head-to-head. The stopwatch was set and the word was given... (Tension building stuff, for sure.)



Just look at these two – cool or what? Are we going to let them get away with it? No chance. Silly captions on a postcard, please, to the usual address: we'll print the best. Only kidding! Could you play your best under this sort of pressure?

Mark knew the pressure was on for him to prove himself the better challenger and he was determined to make as much of an early lead as possible. He furiously launched into the first level.

Kevin was less nervous and seemed to calmly study the devastation he scrolled through. Nevertheless, Mark did as we expected and immediately began to pull away with a score lead.

It also became clear, from this early point in the game, that both Kevin and Mark were adopting the same style of play. They were going out of their way to collect bonus lives, even though this limited how far they could get overall because of the time limit. If one of them had just gone straight for the end-of-level monster every time, the game might have unfolded quite differently.

By the end of level 1.1, Mark was proving a point. His score was a round 65,000 and he had 14 lives. Kevin was well behind with 50,250, though he also had 14 lives. It was clear neither of them were likely to suffer the embarrassment of being knocked out early on (if either player had been, he would have had to start again and try to catch up in the time remaining).

Barely two and a half minutes into the game, both challengers were moving into level 1.2 and, in terms of the distance they had each covered, they were practically neck and neck. It may have been Kevin's cool that started to pay off or Mark's nerves which took their toll but, in any event, the score gap began to narrow. Both players continued moving their warriors out of the main area in order to pick up bonuses but, by the end of the level, Kevin's score was 96,150 and Mark's was 101,460. Kevin had reduced the gap between them by two thirds. Mark must have been hoping that his 18-14 lead in lives would soon pay off, though it was difficult to see how.

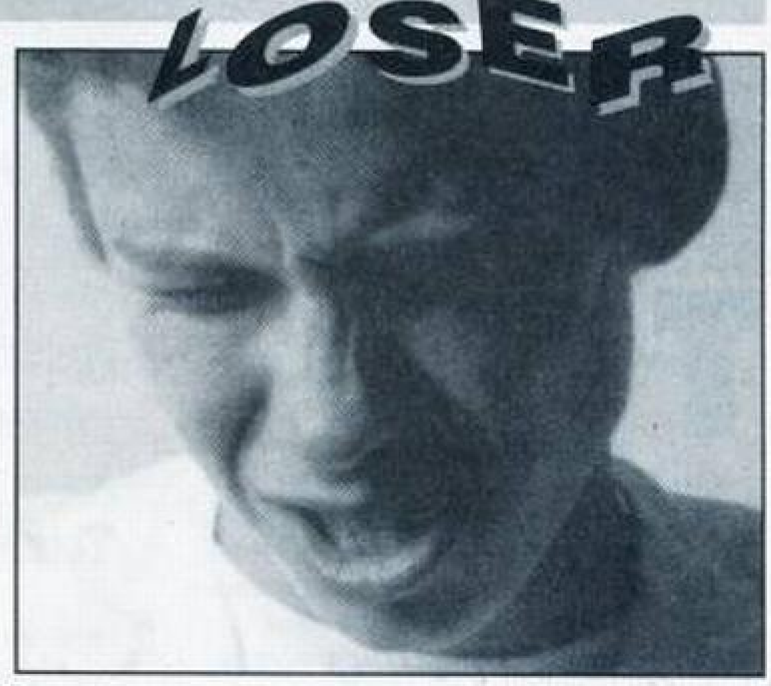
Both players' slowed down on level 1.3 and even Kevin showed some signs of tension, making more mistakes than he had up until now. Mark, however, failed to take advantage of his opponent's suffering and started misjudging distances, falling deep into the caverns and having to repeatedly climb back out. Suddenly, Kevin was in the lead, completing the level with a score of 136,500 backed up with 20 lives. Almost a minute and a half later, when Mark finished the level, he too had 20 lives but his score was only 125,410. Kevin had scored 15,000 more points that level.

Into the hell of level 2.1 they went. Mark was clearly frustrated by his bad fortune and losing the lead. Kevin though, took to the new fight with the confidence he had displayed at the beginning of the challenge. The fighting was as fast as it was furious now and the players began to barrack each other with boasts but the result was becoming increasingly clear. Kevin blasted his way to the end of the level with 195,000 and held onto 20 lives while a more cautious Mark left the level with 181,350 on his tally and 26 lives.

CATCH 2.2

Level 2.2 proved that neither player was going to simply walk away with victory. Time was running out and Kevin had built up a solid lead. But Mark's greater experience this far into the game began to show. Had time not been running out the lead might have changed several more times. On more than one screen, Kevin seemed to struggle but the outcome was to be decided with each player reaching the end of level beastie, unable to defeat it before the clock stopped. Mark's come-back was incredible. His score rocketed to 247,920, holding on to 25 lives. But his performance couldn't undo the damage he'd suffered when the going had seemed tougher, two levels ago. Kevin, through gritted teeth and a polished performance on the controls, savoured the sweet taste of victory. His final score was 265,880, backed up with a confident 23 lives left.

On The Gauntlet, there has to be a winner and a loser. (If the pair of them had drawn, we would have made them play again!) The under-dog had deservedly won. No doubt the lads will continue sparring at every opportunity but... Kevin Sibley is the very first *Commodore Format* Gauntlet champion! *(Hurrah! – Ed.)*



Never mind, Mark. Just cos you got hammered into the ground by someone, there's no need to get upset about it

Kevin completely loses his marbles and tries to maim the photographer with a joystick. It goes to some people's heads, y'know?

Mark's Method

He uses lightning as much as possible on end-of-level baddies and outmanoeuvres them by turning into the gyroscope (thereby making himself invincible while getting into a good firing position).

At the waterfall on level 1.1 he's learned to change the direction in which he jumps while in mid air. This allows the stepping stones to be scrolled onto the screen so Mark doesn't have to risk guessing where they are (falling in is a sloppy business).

He always searches for hidden bonuses (in fact, he knows where they all are now). Even though it takes him out of the way, the vast numbers of weapons and extra lives have helped him to complete the game. He makes up for long-winded searches by gryoscoping through downwards running levels whenever possible, only stopping for bonuses.

In some areas, invisible blocks become visible when they're hit. If these are shot at again, bonuses spill out in every direction.

Sibley's Secrets

One of Kevin's favourite moves is to walk off a screen infested by hordes of baddies (if he wants to save his fire power). When he returns, the screen is clear. He's also game for some exploration – a five year mission to boldly seek out hidden bonuses that no player has found before (sorry).

He uses laser fire on end-of-level nasties in order that he keeps his distance but if he gets stuck, on any screen, he goes overboard on a grenade lobbing execise.

A technique he saves for the giant piranha at the end of level 2.1 is to crouch in the bottom right corner of the screen, facing away from the fearsome fish. This is out of the monster's reach. When it swims over to the left, Kevin turns and gives it a gill full of firepower, returning to the safe position whenever Jaws comes back at him. He repeats this baiting until his foe is well and truly kippered.

He travels too, going for a quick spin through deep levels whenever gravity lets him. Flamin' Tourists!

Do you have what it takes to become a *Commodore Format* Champion? We need to find a challenger for Gauntlet III. We've already found a game so foul and deadly that only the bravest need apply – *Monty Python's Flying Circus* awaits challengers from across the mainland UK. Will it be you?

Send your name, address and preferably a daytime telephone number (by October 10th please) to:

Gauntlet III, *Commodore Format*,
Future Publishing, 30 Monmouth
Street, Bath, Avon BA1 2BW.

Zeppelin Games

GRAPHIC ARTISTS

We have a list of new and existing projects as long as your arm and, we need the best graphic artists and coders to produce them!

It doesn't matter whether you've been in the business for years or you're fresh from GCSE's - If you can work wonders with a C64 or Amiga, we want to hear from you.

Simply write in confidence, enclosing a demo to:-

Paul Rand
Head of Development
Zeppelin Games Limited
P.O. box 17
Houghton-le-Spring
Durham DH4 6JP

WHAT'S UP DOC?!!

When your 64's not feeling too good
Why not fix it yourself and save money!

64 DOCTOR £24.99

A professional diagnostic CARTRIDGE for your C64

COMPRISES, 64 DOCTOR CARTRIDGE USER & SERIAL PORT TESTERS

TESTS:
- Keyboard
- Serial Port
- Cartridge Port
- Kernal Rom
- Video Chip & Video Banks
- NMI & IRQ interrupts
- Cassette Data
- Joystick Port
- User Port
- Basic Rom
- CIA Chips
- Sound Chip
- Cassette Key Press
- Even tests your Joystick

AND FREE – The only comprehensive fault diagnosis & Repair Guide available

- Explains step by step, how to locate faults and identify chips.
- How to dismantle the keyboard.
- Included Commodore part number guide.
- Full of tips and hints many known only to the trade.
- How to desolder chips the professional way.
- Written by professionals with a vast knowledge of 64 faults and repairs.

DATASETTE DOCTOR £14.99

The only complete DATASETTE service & alignment kit.

- Check and adjust alignment
  – Two tests with very precise adjustment
- Check Datasette Circuitry
  – Shows up electronic faults
- Check for Electrical Interference
  – Shows up noise from TV's & main wiring
- Check Saving Performance
  – Special high Baud rate saving test
- Check Loading Performance
  – Special Turbo loading test
- Clean & Demagnatise Tape Head.
  – Cleaner/Demagnetiser supplied.

DRIVE DOCTOR £19.99

With this complete kit you can check:-

- HEAD ALIGNMENT — Unique test makes accurate setting easy.
- HEAD MOVEMENT — Shows up wear and friction.
- BACK-STOP SETTING — Critical but easy to adjust.
- MOTOR SPEED — Show speed errors.
- ALSO shows up free play & faulty S/motor.

COMPLETE WITH PROGRAMME TAPE, SPECIAL ALIGNMENT DISK AND FULL INSTRUCTIONS

TRILOGIC

Tel 0274 691115. Fax 0274 600150

TRILOGIC, Dept. C.F., Unit 1, 253 New Works Road, Bradford, BD12 0QP.

ALL PRICES INCLUDE VAT & DELIVERY

TREASURE ISLAND

CASH PRIZES

1 2 3 4 5 6 7 8 9 10
A B C D E F G H I J
USE YOUR VOICE TO LOCATE THE TREASURE

0898 313 586

Infodial PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times

WANTED

DEAD OR ALIVE

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 94

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

URGENT NOTICE FROM

SILVERBIRD

Would any programmer who has previously licensed games to British Telecom for release on their budget labels please contact **MARK CARDWELL** on **0934 628219.** We may have some royalties for you.

GAMES REQUIRED

SILVERBIRD are seeking games for release this Autumn on budget. If you have any games that we may be interested in phone us now.

PROGRAMMERS REQUIRED

We are looking for programmers to convert 8 bit games to CPC, CBM and Spectrum machines as well as 16 bit.
Contact us now if you are interested.

PHONE MARK ON 0934 628219

All Tooled Up!

We all know there's more to the 64 than just games, but serious utilities are pretty scarce these days, and expensive when you find them. However, you don't always have to business armed with huge wads of dosh, as KEITH POMFRET found out...

When it's time to come in from the sky, leave the aliens alone and dig into serious applications software the C64 comes out tops with a package called *Top 20 Software Tools*, from Cosmi, and distributed by Electronic Zoo.

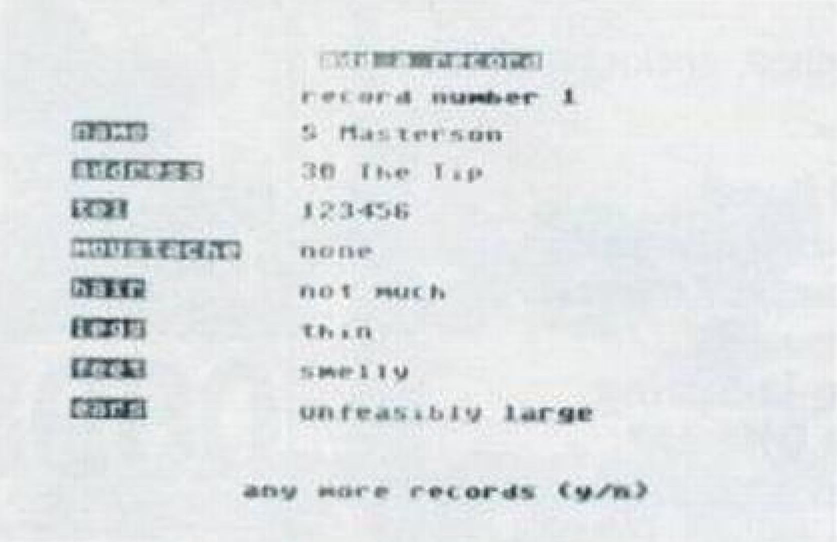
This is a collection of 20 programs for the C64 that give you a gentle push in the direction of serious computing (and there's actually 23 different utilities, so it's even better value for money!).

Software Tools is split into two sections, Productivity and Creativity. Productivity is a collection of applications designed with commerce in mind, while Creativity chases your creative juices from every nook and cranny and fires up your music, art and designing abilities (if you have any).

None of the programs are new – indeed some are nearly as old as the C64 itself – nor are they integrated with each other, but for sheer program power per pound sterling, *Software Tools* is at least worth a look...

PRODUCTIVITY

This is a suite of programs that sets out to do the job of an office. The automated paperless office is a concept that found favour with the computer salesmen of the 1970s and early 1980s. The idea was that the computer could do all of the mundane repetitive tasks in the office and save on the large quantities of paper that were usually floating around (in practice, more paper was used with tractor printers spewing out miles of sprocket-fed reports to a waiting world!).



```
            enter a record
            record number 1
name        S Masterson
address     30 The Tip
tel         123456
moustache   none
hair        not much
legs        thin
feet        smelly
ears        unfeasibly large

       any more records (y/n)
```

A sample file from our staff database... This could easily have been a file from your record collection, a relative's address ad birthday, whatever

But despite the increase in the one thing that computers were supposed to be able to save, computerised offices still caught on. From there, it didn't take long before the popular applications software cascaded down for use on the home machines.

WORD PROCESSOR

The word processor is the computer's answer to the typewriter. It allows you to type letters, reports, books etc, in the same way as a typewriter but editing text on screen and saving files and documents to disk allow you to use the same basic document over and over again, loading it and making the changes as necessary.

DATABASE

This can replace just about any filing system, allowing you to save, sort, search, format and retrieve records. An electronic equivalent of a 'card index' system, it has the advantage of the speed of a computer and the ability to do complex sorting at the speed of an electron.

SPREADSHEET

This financial spreadsheet on a disk allows the making and saving of forecasts, budgets, and just about any form of financial record. Data is held in 'cells' in a universally recognised format that can allow the manipulation of the figures in the cells.

A two-dimensional accounting and calculation ability allows you to view and calculate via either vertical or horizontal axis. This could be useful for a spreadsheet that had time on one axis and product on the other, for example.

Accumulative budgets could be referred to either by product or fiscal period.The spreadsheet is the most useful of the financial planners.

APPOINTMENT CALENDAR

All your important appointments and dates to remember right up until 2099. With files saved to disk, this acts as a permanent

DESKTOP TOOLS

A small suite of utilities have been incorporated into a 'desktop accessory' program which is resident in memory, and can be called up at any time – even when you have another program running (clever, huh?).

CALCULATOR

It's never in the drawer where you left it or the batteries are flat. Not any more. A calculator with all the normal functions pops up on your C64.

CLOCK/CALENDAR

Well, it's a clock, innit? Er... and a calendar.

The clock has a 12/24 hour mode, elapsed time counter and even an alarm.

PHONE AUTO DIALLER

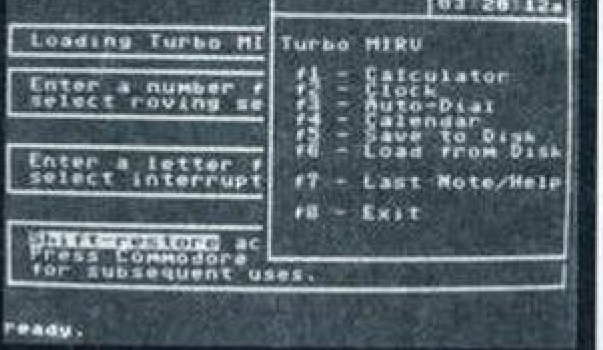
As well as keeping track of your personal phone directory and listing numbers against names, this clever program can advise you of duration and phone costs and charges.

To save your finger from the wearing task of button pushing, a tone dialer produces the magic tones that will automatically dial a number if you're on a System X telephone exchange. Hold the phone near the speaker – and bingo!

NOTE PAD

If you suddenly have an idea, or want to make a note of something and there's no pen and paper handy, you can call up a small 20 character by 15 line pad, where you can type in messages to yourself, or even save them to disk.

If you use your 64 a lot for writing or DTP (well, anything's possible!), this little package is quite a smart application. And the ability to use it without quitting from your current program is really handy!



```
run
                                   03:28:12a
 Loading Turbo MI  Turbo MIRU

 Enter a number f    f1 - Calculator
 select roving se    f2 - Clock
                     f3 - Auto-Dial
                     f4 - Calendar
 Enter a letter f    f5 - Save to Disk
 select interrupt    f6 - Load from Disk

                     f7 - Last Note/Help

                     f8 - Exit
 Shift-restore ac
 Press Commodore
 for subsequent uses.

ready.
```

The handy desktop program *Turbo Mirv* (!?) doing its thing...

record to back up the mobile diary or personal organiser (you yuppie!).

CHEQUE BOOK MANAGER

A clever way to watch bank accounts, building society accounts, and any personal financial transactions. This program can handle deposits, funds, cash, transfers, and give you the balance at the end.

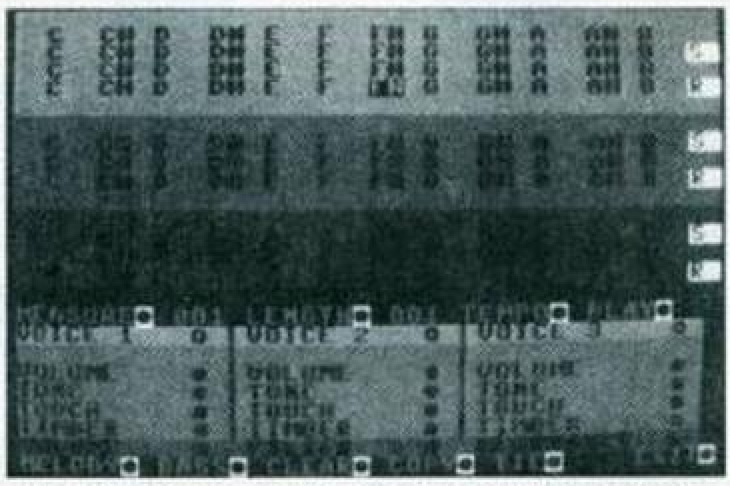
FILE MANAGER

A simple filing system without all the bells and whistles of a full blown database, this elegant little progette is ideal for those filing jobs that could benefit from a tidy mind but don't need 25 different search, sort and format modes. A simple card index on a disk, ideal for organising your hobby. Keep those handy game tips on file, for instance, or names and addresses.

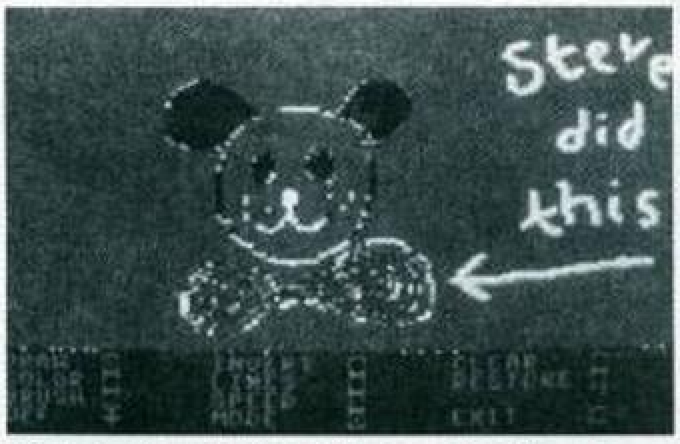
MEMO PAD

Isn't it infuriating when you want to leave a memo and someone's pinched the last Post-it pad? This utility allows you to type a memo in double quick time and print it out.

Simple and fast, but seemingly pointless. What's the matter with pen and paper?



Music Composer's main screen. The panel at the top allows you to plan your tune, while the bits underneath alter the voices

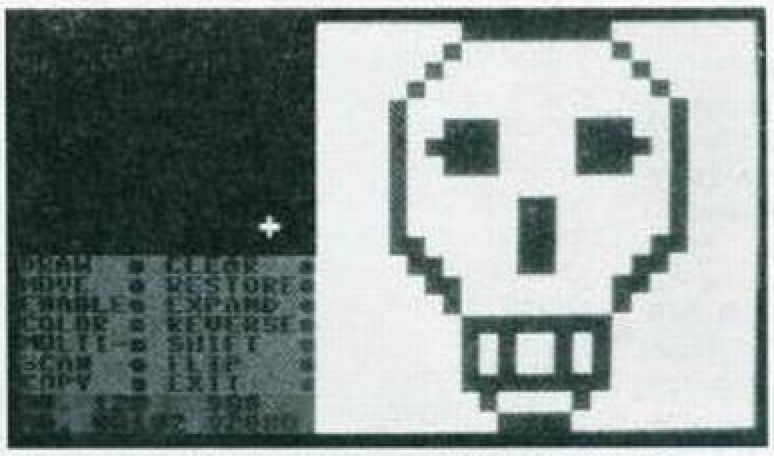


Well, looks like the Ed's been having a quick go on the art package while Keith's back's turned. Don't give up the day job...

HOME INVENTORY

The slick way to keep all your kit on record, ideal for insurance lists and with routines to calculate depreciation and the net worth of your property it can help you keep an eye on the escalating value of things. Adding articles to the inventory as you get them helps you to keep a running total and can assist you in adjusting your insurance cover when the amount gets too high.

So if ever you get burgled, you'll have a printed inventory ready for the insurance company! Not designed for yer average Teenage Mutant Ninja Turtle fan, this one.



Here's a spritely looking fellow! (Who writes these captions? – Ed). Build your own Draculas, ED-209s or spaceships and then make 'em move!

CREATIVITY

Balancing the more serious 'office' type software is a suite of ten programs designed to stretch your creative abilities and get the juices flowing.

Files from one unit can be loaded into others, enabling you to work on individual components and then combine your efforts in a fully animated screen, with text and music.

MUSIC COMPOSER AND SOUND PROCESSOR

Use SID's three voices to provide the melody, accompaniment and bass lines of a tune.

You can alter the volume, tone, filter, touch, timbre and resonance of each voice to get the effect you want, and then string sections together for a full blown symphony.

BANNER MAKER

If you've ever felt the burning desire to print a message six screens wide, then this program alone should have you grasping for the readies.

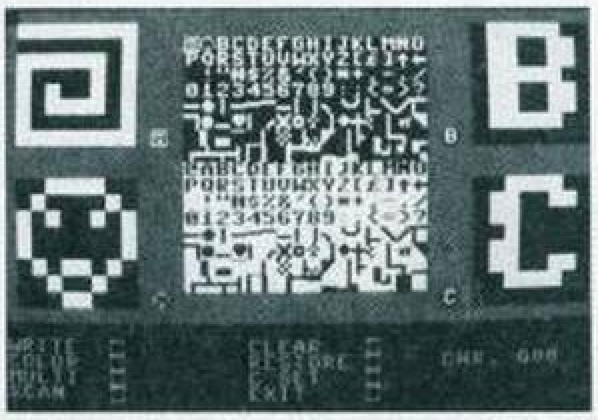
The package supports files created with the other art and text utilities and enables you to make posters or banners using continuous feed paper.

VIDEO ANIMATOR

Compiles and animates files from the separate programs to make your very own demo, with scrolly message, whacky soundtrack and rude sprites. Or something.

DRAW AND PAINT

OK, no prizes for guessing that this is an art program. You can draw in either hi-res or multicolour modes, and its main drawback is the lack of a zoom function. Some of the more intricate features of full price packages are noticeable by their absence – such as shape draw and fill commands – but for sketching out ideas, this'll do the job. Just.



Fancy a quick font change? Well, this is the right program to use. It's as easy as A, B and... er... the other one

CLIP ART SAMPLER

A collection of designs and figures for importing into art and DTP packages that can be used 'as is' or edited to suit the application. Good for non-artists!

FONT DESIGNER

This utility allows you to change and edit the font samples provided, or start from scratch and design your own typefaces.

Straightforward and easy to use, but possibly of more use to artists or game designers, than writers and game players.

SPRITE EDITOR

For a computer that relies so heavily on sprites for its display, a sprite editor is a useful tool to allow the generation of movable sprites and allows their editing much in the same way as the Font Editor.

CHARACTER SET MAKER

This allows you to create detailed, customised character sets (256 chars per set) that can be utilised in a full colour hi-res or multicolour screen display.

Basically, this is the background designer for your scrolling demo. Similar in some ways to the font designer but with a more freestyle approach.

SCREEN DESIGNER

Use the characters designed with the Character Set Maker to create up to eight full screens. Simply place the chosen character on screen using the joystick.

A scroll function shifts the screens around so you can check on the progress of your animated masterpiece!

SUMMARY

Let's be honest, all these packages are very simple, not terribly well programmed and well past their sell-by date. But! – as an introduction to the world of productive and creative software, it's not a bad package.

It takes three disks to hold all the programs, and there's a 20-page manual describing all the functions. The instructions are brief, but clear – and half the fun is finding out how they work for yourself!

Obviously you'll need a disk drive, and a printer would be useful. And If you can get hold of one of the mouses for the 64, such as the AMX (now Database) rodent, then you'll find things a lot more pleasant in use.

Generally, *20 Software Tools* gets the thumbs up for the beginners wanting to check out software that doesn't go Zap! Blam! But if you're already a power user, there's not an awful lot to get excited about.

If all this serious stuff sounds vaguely interesting, you can win one of these packs – courtesy of Electronic Zoo – simply by flicking over to the news pages NOW! Er... and entering the competition which just happens to be there.

Inside

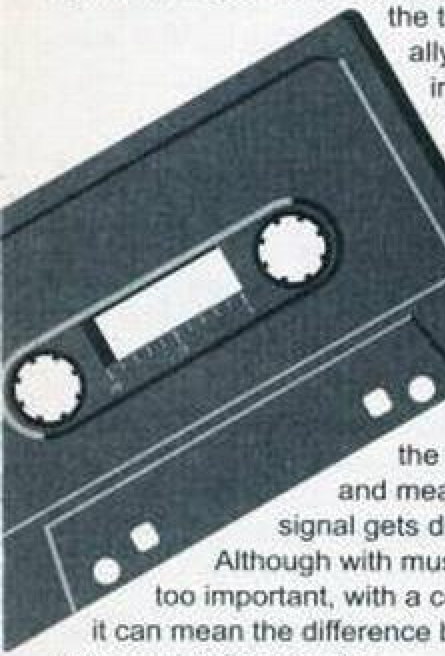
In the first of our monthly technical sections, resident tech head PAUL LYONS gets to grips with a few of those prickly problems which curse you and your 64...

NO LOAD ZONE

Q: My C2N tape unit isn't loading games properly. With some games it works OK all the time but I've got some others that never load. Is there something wrong with the games, the tape unit or my 64?

A: If some games load properly, it's not likely to be a problem with the computer but more likely to be the C2N. The first thing to do is check the tape heads. Are they wobbly or loose? If so, the answer is a quick trip to the computer (or Hi-Fi) repair shop for a screw tightening session.

Secondly, have a look at the surface of the tape heads, the pinch roller (that's the rubber wheel that pulls the tape along) and the capstan (the thin metal pole than the pinch roller rolls on). Every time you play a tape in any kind of tape recorder, a small amount of the metal oxide (that's the stuff in the tape that actually holds the information) rubs off on the tape heads and the pinch roller. This gets between the tape and the tape heads and means that the signal gets distorted. Although with music this isn't too important, with a computer tape it can mean the difference between the program loading or not.



There are lots of tape head cleaners on the market and you can use one of those. However the good ones can be expensive and the cheap ones can actually damage your tape heads by scratching more than just the dirt off of them!

Most people clean their tape heads with cotton buds and some kind of solvent such as lighter fuel or isopropyl alcohol (available from most chemists). To clean them simply dip a cotton bud in the solvent and wipe it gently across the tape head from left to right and back again. Don't wipe up and down, as you could damage the heads, and don't rub too hard. If all the dirt doesn't come off the first time, repeat it with another clean cotton bud. Then gently dry the head in the same way. Don't use anything coaser than buds.

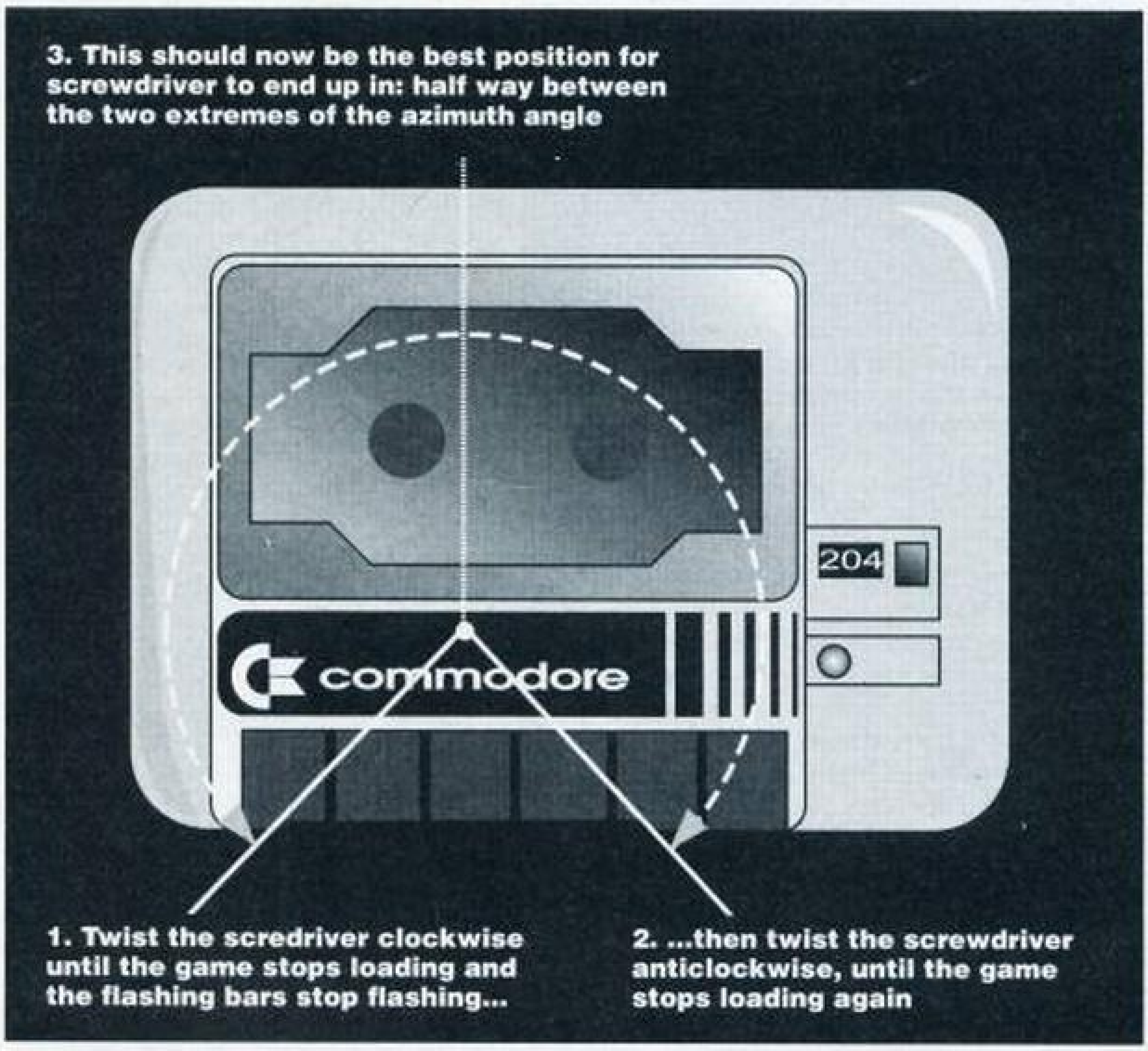
To clean the capstan and pinch roller, press play, get your damp cotton bud and gently touch the cotton bud to the moving roller. Don't press too hard or you'll get shredded cotton bud wrapped round and round the capstan. Dry with a clean cotton.

If nothing's wobbling, your tape heads are shiny and it still doesn't work, then the most likely problem is that your 'azimuth angle' is wrong. Although this sounds technical and scary it's a very simple (and common) problem: one which you can easily fix yourself.

A tape head is simply two magnets with a gap between them. If the tape heads are properly set up the gap should be perpendicular (90 degrees) to the tape. In practise even the best tape heads aren't perfect and the angle between the two is called the azimuth angle. As a tape unit is used, the tape heads can gradually move until the azimuth angle is too big and tapes will not load anymore.

Some tapes, especially those with fast loaders, are more sensitive to a change in the azimuth angle which explains why some tapes will carry on loading, while others simply refuse to work.

If you press play on your C2N and look through the little hole on the top (yes, you always wondered what that was for!), you'll see a little screw where, if you put a small watchmakers' screwdriver into the hole, you can turn the screw and change the azimuth setting. Ah, you ask, but how do I know when I've got the right setting? Well, the best and most reliable method is to get hold of a professional package such as Interceptor Software's Azimuth Head Alignment Kit. For your £8.99 you get a screwdriver and tape and a complete set of easy-to-follow instructions which will allow you to set even the most wayward tape deck within five minutes. (It's then just a case of occasional maintenance.) It's available from all good software shops or direct from Interceptor Software at Mercury House, Calleva Park, Aldermaston, Berks, RG7 4QW. You even get a free copy of the excellent (if slightly aging) *Joe Blade* on side 2 of the tape.



3. This should now be the best position for screwdriver to end up in: half way between the two extremes of the azimuth angle

1. Twist the scredriver clockwise until the game stops loading and the flashing bars stop flashing...

2. ...then twist the screwdriver anticlockwise, until the game stops loading again

e Info

Alternatively if you want to do-it-yourself (or are too cheap to shell out nine quid) there is another way. Take your screwdriver and a game that a) you know loads OK and b) loads with a flashing border. Start the cassette loading and wait until the border starts flashing, then draw a line across the screwdriver top so you can see how much it turns. Turn it very slowly clockwise until the border stops flashing. Mark this point on the top of your C2N with a felt-tip pen. Now, without taking the screwdriver out, keep turning the screwdriver anticlockwise, and the border should start flashing again and then stop. Mark this point with a felt-tip pen.

These two points mark the extreme limits of the azimuth angle, so if you turn the screwdriver so it is exactly between the two points you have a perfectly aligned tape.

If all his doesn't work, your tape unit is well and truly broken and it's a job for your local computer repair person.

POKUS HOCUS?

Q: What is a POKE and how do people work out what POKEs give the right cheats for different games?

A: A computer's memory is basically made up of many thousands of individual 'boxes' (each one of which can hold a number) and a number of marker flags that tell the processor where each box is, what it's doing and so on. To program a computer all you have to do is make sure the right numbers are in the right boxes at the right time.

This, however, is a lot more difficult than it sounds and most programmers use a computer language which translates their commands into numbers in boxes that the computer understands. Having said that, it's actually very easy to make changes to one or two boxes, which is what the POKE command allows you to do.

Some of these are very simple. For instance box number 53280 controls the colour of the screen border and by changing the number in the box we can change the border colour. POKE 53280,2 turns the border red; POKE 53280,7 turns it yellow. In a game each value, such as the number of lives, is represented by a number in a box. By finding the correct box and putting a different number in there with a POKE, you can add limitless ammo or whatever. As for how to find out which POKE does what, watch this space...

RESET TEASERS

Q: When I type in a POKE cheat for a game to get infinite lives, why does pressing the 'Restore' and 'Run' buttons only work on some games. How do you reset 'unresettable' programs.

A: Resetting the machine in the way you suggest does work with some (mostly older) games. However, this is a keyboard command like any other and so the programmer can stop it by knocking out the routine that controls it.

The only fail-safe way to reset programs is to buy a reset cartridge, or a utility cartridge such as Datel's Action Replay which have 'unstoppable' reset buttons built-in. For more details on cheats, tips and POKEs, see the GameBusters pages.

PRINTS AND THE PAUPER

Q: Is it possible to rewire any old printer to work with a Commodore 64 or do you need special software to make them work? There are so many cheap second hand printers and plotters around that I could get a much better printer this way than buying a new one. The saving would seem to make it worth it. Also, can you please explain the difference between Centronics, parallel and RS232 interfaces?

A: 'Rewiring' printers is not really a good idea unless you're an electronics whizz. For many printers, though, there is an easier method. But first the bad news. As you've already found out, the C64, like most eight-bit computers developed around the same time, has a completely non-standard interface in the hope of locking users into buying their own brand printers. The good news is that there are a number of companies such as the very wonderful Datel Electronics (sales 0782 74407/ techy peeps 0782 744324) who make interfaces that allow you to connect printers such as Panasonic, Star, Citizen and Epson to your 64.

As for the different types of printer interfaces, the two main kinds you'll find on printers are serial and parallel. Serial is the kind that the 64 uses to talk to its own printers, sending one bit of information at a time. RS232 is a kind of serial interface, which was once used a lot for printing, but is now more often found in communications.

Parallel interfaces allow a computer to send several bits of information at the same time, each down its own piece of wire, 'in parallel'. This is by far the fastest and most common type of printer interface and Centronics is the brand name of one particular type of parallel interface.

INTERFAZED

Q: I want to upgrade my Commodore 64 to a 24-pin printer but I'm utterly confused as to which will connect or not. I'm keen on the Star LC24-10 or the Citizen Swift 24. Do I need a special interface? If so, does that give me a choice of any printer available? I'm sick of using the serial interface on the 64!

A: As explained before, you do need an interface to connect most decent printers to the 64 and in this case, what you need is a Centronics parallel interface. Almost all printers have a Centronics port and there are several places, including Datel, from which you can get one.

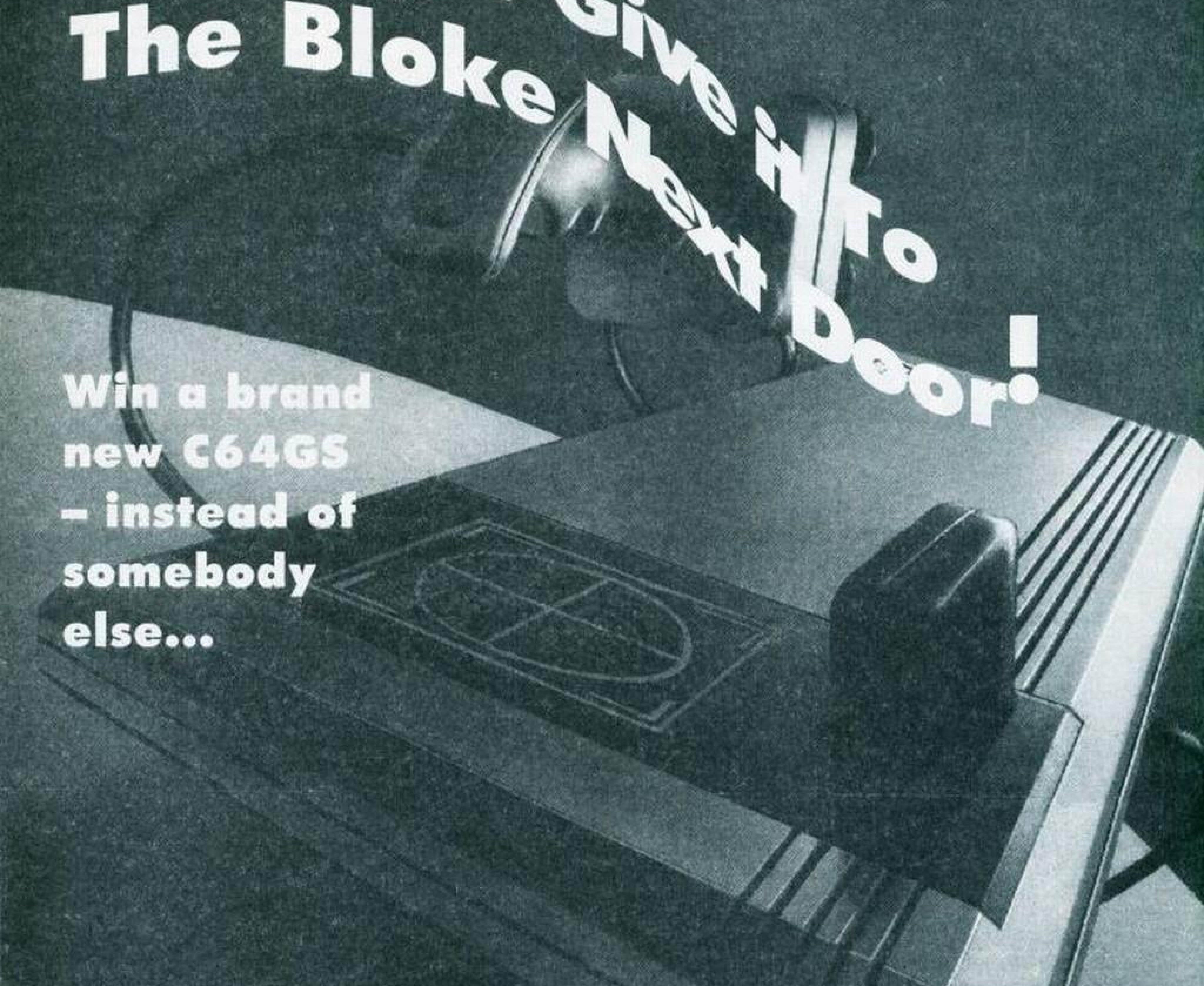
We Want Info!

If you have any questions you want answering, tips for other C64 users, small but snazzy machine code or BASIC listings or just any odd but interesting piece of information about the 64 – we want it!
Send your missives to
nside Information, Commodore Format, 30 Monmouth St, Bath, Avon BA1 2AP, and remember to include our name and address.
If you provide us with the goods – we'll do the same!
There are prizes for the best demos, listings, tips or hardware projects sent in, so get busy!

ICPUG?

If you're really into doing something other than simply playing games on your 64 or 128, if you have a problem you can't solve or if you simply want to know that there are other people out there who also known that the 64 is the best 8-bit computer around, apart from reading (or writing to) Inside Information you could join the Independent Commodore Products Users Group. ICPUG (as it's known to its friends) has a bi-monthly magazine and a huge (free!) PD software library for the 64 and 128. Membership costs £16 per year (plus a £1 joining fee) and further details can be obtained from Jack Cohen, ICPUG, PO Box 1309, London, N3 2UT.

Don't Give it to The Bloke Next Door!



Win a brand new C64GS – instead of somebody else...

By now you should be thoroughly besotted with Commodore's new console, and can't wait to get your hands on one (even if you own a C64, the console is a lot more portable and tidy than the old beige box).

Commodore (and *Commodore Format*) are thrilled to be able to give away TWO whole C64GS consoles (plus the snazzy compilation cartridge) to a pair of lucky winners of our competition.

To get your grubby mitts on a C64GS, all you have to do is tell us, in no more than 20 words, why we should give a Games System to you and not the bloke next door. Got that? Right. The senders of the two snappiest and funniest entries to arrive before the 10th October get to brag to all their chums about their new console.

If you come any place after second, you get zilch. Sorry, but life's like that.

Send your written entries to:

Give it to me, me, me! Pleeease!
Competition,
Commodore Format,
30 Monmouth Street,
Bath,
Avon,
BA1 2BW.

No-one may enter twice. No employees of Future or Commodore stand a chance if they try to enter either. And the editor's say is so absolutely final, you wouldn't believe it. And... er, that's it.

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY
£34.99
POST FREE

THE ACTION REPLAY Mk VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SECONDS

NOW

ACTION REPLAY MK VI

IS HERE!

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload, independently, at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ACTION REPLAY MK VI

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL ELECTRONICS

SPRINT 128
Centronics Interface

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no power programmes to load.
- Works with most applications.
- No more to buy!

ONLY £29.99

NOW WITH "JIFFY DOS"!

NEW

OCEANIC 118N DISK DRIVE FOR 64/128

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

ONLY £129.99 INCLUDING FREE OCP ADVANCED ART STUDIO

Just look at these features...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Direct drive motor for super quiet operation and extra long life.
- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads etc.
- Ready to go - no more to buy.

FREE COPY OF OCP ADVANCED ART STUDIO
(WORTH £29.99) WHILE STOCKS LAST

OCP

DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A & ADC conversion.
- MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerfull sequencer with editing features.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

COM-DRUM

DIGITAL DRUM SYSTEM

- Now you can turn your digital sound sampler into a digital drum system.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real & step time.
- Full editing. Menu driven. Load/Save facilities.
- Output to hi-fi or through TV speaker.

ONLY £9.99
STATE TAPE OR DISK

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

RESET CARTRIDGE

- Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Simply plugs in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD

SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

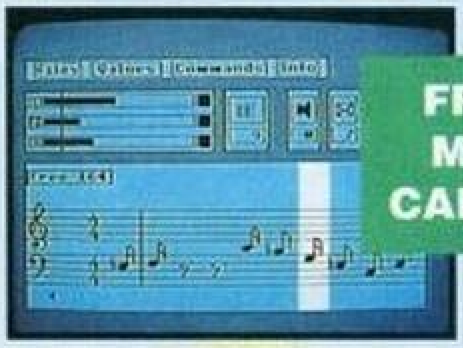
UNBEATABLE MIDI PACKAGE!!

SAVE £30

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION



FREE MIDI CABLES

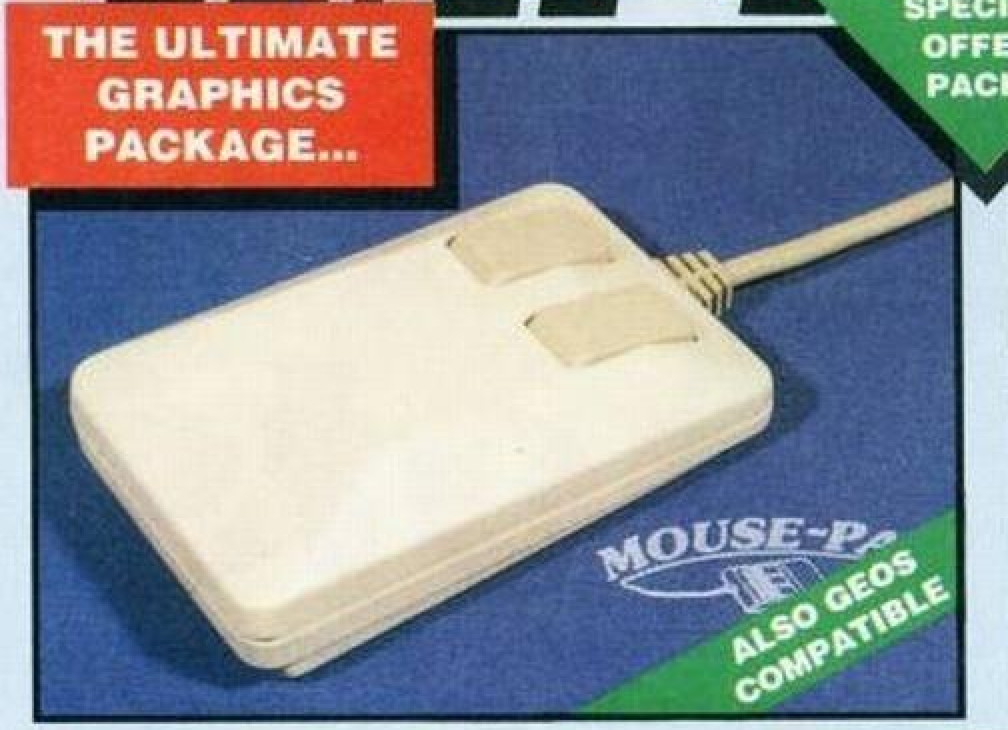
E MUSIC SYSTEM
FIREBIRD

- **The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!!**
- KEYBOARD MODULE... allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE... just like a word processor for music. All the features you would expect.
- MIDI MODULE... this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument (including Yamaha - see below) can be connected to your 64.
- SYNTHESISER MODULE... probably the most powerfull module. Create sounds with full waveform editing, realtime sequencing etc.
- PRINTER MODULE... allows you to print out your music to a range of printers including Commodore and Epson compatibles. Printout can be edited and can also include lyrics if required!
- LINKER MODULE... allows large musical compositions to be created from up to 26 files linked together - offering Tempo and Time Signature adjustments.
- HUGE RANGE OF FEATURES... Advanced Music System has literally hundreds of commands and features - we have only outlined the main headings - this is a truly professional package.

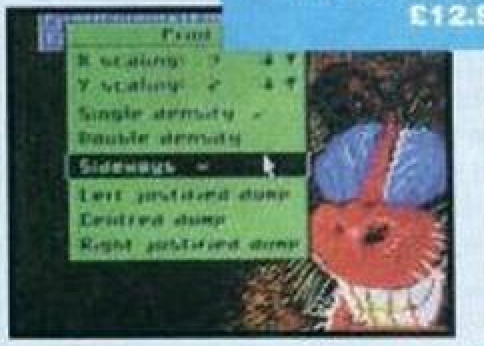
DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

SPECIAL OFFER PACK!



INCLUDES FREE MOUSE MAT/HOLDER WORTH £12.99



COMMODORE 1351 MOUSE

COMPLETE WITH

OCP

ADVANCED ART STUDIO™

ONLY £34.99

TOTAL PACKAGE INCLUDES 1351 MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO

- **1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brusnes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make the Advanced Art Studio simply the best graphics package.

ALSO GEOS COMPATIBLE

- The 1351 Mouse has two selectable modes - Mouse or Joystick mode for maximum compatibility.
- Even works with the Best Selling GEOS utilities.
- Superb quality.

FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

EPROMMER 64™

- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/ hardware package makes programing/reading/verifying/ copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/ Superom Board etc.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99

COMPLETE

DATA RECORDER

- Quality Commodore compatible data recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Send now for quick delivery.

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

Mean Streets

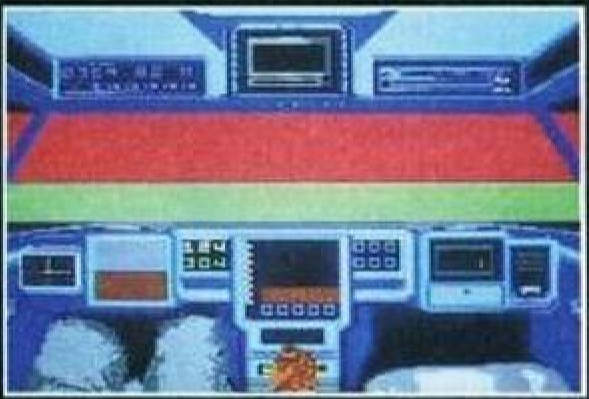
The name's Murphy, Tex Murphy. The word is that there's a game on the streets with my name on it. I'm warning you, it's big, tough and slow – like the Ed. Still wanna mess with it? Okay, sit down and listen, punk.

It's the year 2033. You're Tex Murphy, San Fransisco private investigator and alcoholic. Sylvia Linsky, the beautiful daughter of a university professor, walks into your office one day and offers you ten thousand dollars to uncover the facts about her father's death. The cops say it's suicide; she thinks it's murder; you think, "Aha, maybe I can pay the bills this month." Maybe you can if you live long enough. But is Ms Linsky what she seems? Course not.

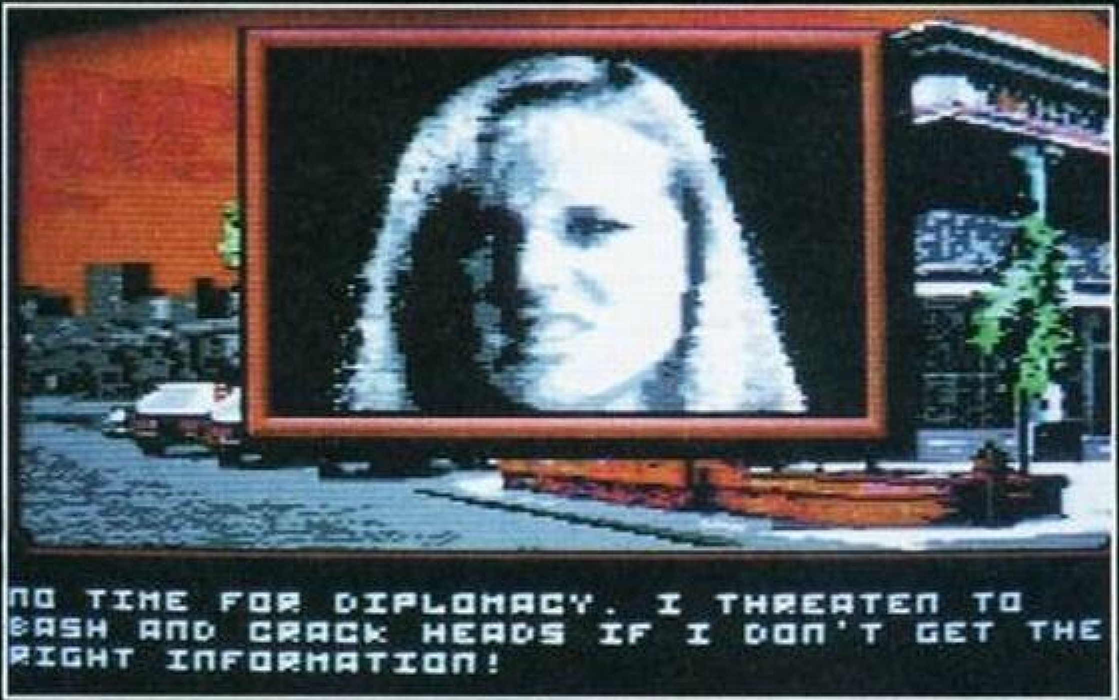
Mean Streets is a mystery adventure spanning two double-sided disks. Basically, you have to question suspects, search their homes and offices, figure out who's lying most and therefore killed professor Linsky. Finding out why he/she/they did it isn't a bad idea either.

You're given the addresses of all the people initially involved with the case. You can fly to any of these addresses in your speeder, either on autopilot or manually. This, Access boasts, means the game includes a flight simulator but it's not a very exciting one. The graphics update too slowly to really make the idea of flying around for fun very appealing, although there is a facility for simplifying the display in order to speed things up. By and large though, there's no need to take manual control of the speeder unless you start running short of money and have to go bounty hunting. Some outlaws, who have no connection with your case, have a bounty value. You have the approximate co-ordinates at

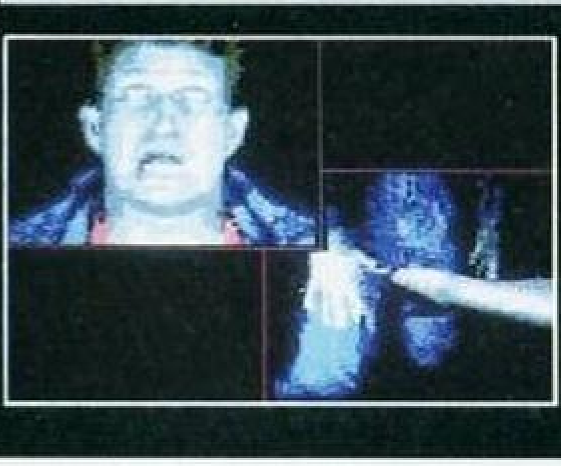
This is your speeder (an unfortunate name considering the mph it coughs up) and those are your knees, on the left. Currently, you're parked outside Sylvia's house. Let's ring her bell



(Below) There she is, all mean and right-on. Hello, Syliva. Let me put it to you that you're a scheming little yuppie who's popped off her father...



NO TIME FOR DIPLOMACY. I THREATEN TO BASH AND CRACK HEADS IF I DON'T GET THE RIGHT INFORMATION!

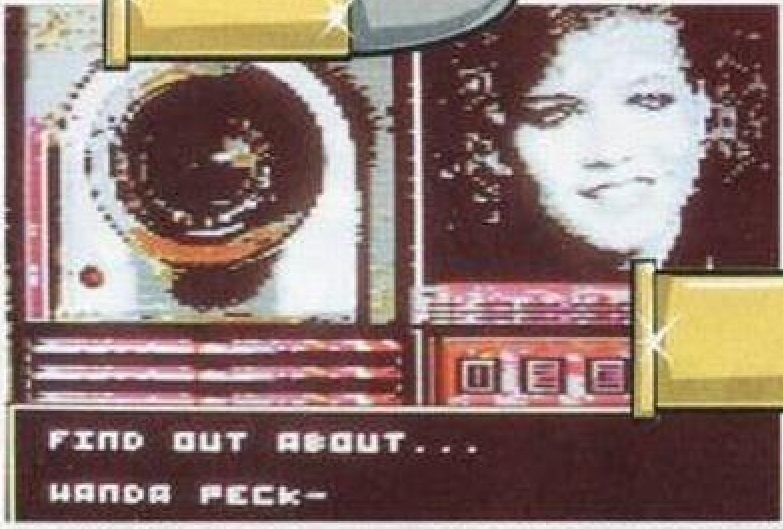


...Whumph! Her turn to ring your bell. Perhaps the direct approach isn't such a good idea. Time to stagger back to the speeder and spend an eternity flying two hundred yeards down the road. After that, you can visit the coroner. He's about as friendly as a kick in the nuts as well

Time To Die

Mean Streets take place just over fifty years from now, following a nuclear conflict that somehow didn't destroy civilisation. But the game does try to show how it may have changed society. When you fly the speeder over the west coast of America, the sky is apocalypse orange. Atmospheric effects are also hinted at by the static charges that disrupt videophone calls. In the manual, there's a reference to radiation levels being measured as part of the weather forecasts. As for lifestyles, unless you keep to the rich part of town, there is no law enforcement – except yours. The coroner's office even employs minders. For all its faults, _Mean Streets_ succeeds in painting a picture of a world coughing up blood.

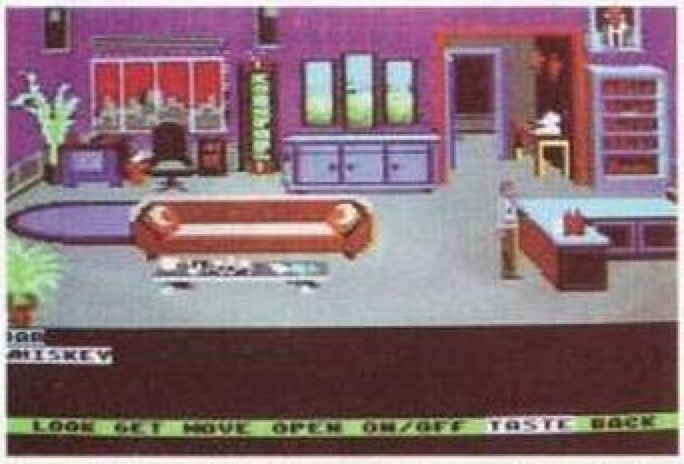
Game	**Mean Streets**
Maker	**US Gold**
cassette	**Not available**
disk	**£14.99**
cartridge	**Not avaliable**



Dial 'V' for Vanessa. Ask her anything you want to. She probably won't know the answer but how could you make it through the day without her?

which they may be found but because they don't have proper addresses, you must fly there manually and fight them in a gun battle. If you kill them, their bounty value is added to your cash total. It's a dirty job etc...

When you fly to someone's address, the game describes the scene in words Murphy would use. Then a digitised picture of the suspect appears along with the options Question, Bribe, Threaten and Exit. To ask about somebody or something, you just type in a name. If the suspect doesn't know anything at all, you have to try elsewhere. If you think they're holding something back, you can try scaring them, beating them up or, if you're feeling charitable, you can push a wad of cash under their noses. Bribing is easy. The suspect either won't want your money or will spill everything for the right price.



Taste the whisky, go on. You end up drinking the full bottle of Jack Daniels. Well, you're in the professor's apartment and he's not going to mind is he?

Threatening can work but some suspects are tougher than you, so be prepared to get a bloody nose. The mug shots become animated as responses appear at the base of the screen. It's a feature that has prompted Access to call this game an "interactive movie".

Sometimes you get involved in gunfights in arcade sequences set in grimy alleys. You appear at the left end of the alley. On the right are a couple of machinegun-toting goons whose only concern is using you for some target practice.

You have to get across to the right hand side of the screen with the fewest possible bullets in you. You can duck to avoid bullets but can only walk when standing upright, so you peg it between bursts of enemy fire. You can shoot back whether crouching or upright (but not while you're moving). At least the enemy rarely duck, making them easy to hit. They do, however, receive plenty of reinforcements.

There are also locations to investigate. A joystick-controlled Murphy can search for, examine and pick up almost anything he can see. A menu beneath the graphic display indicates which objects he's near. This is updated whenever something is moved, taken, opened or switched on, as the action may reveal another object. The biggest flaw with this system is that once something is picked up, it can't be put down or examined in detail (a book I found, for instance, could not be opened once it had been picked up). There's no excuse for an infuriating restriction like this.

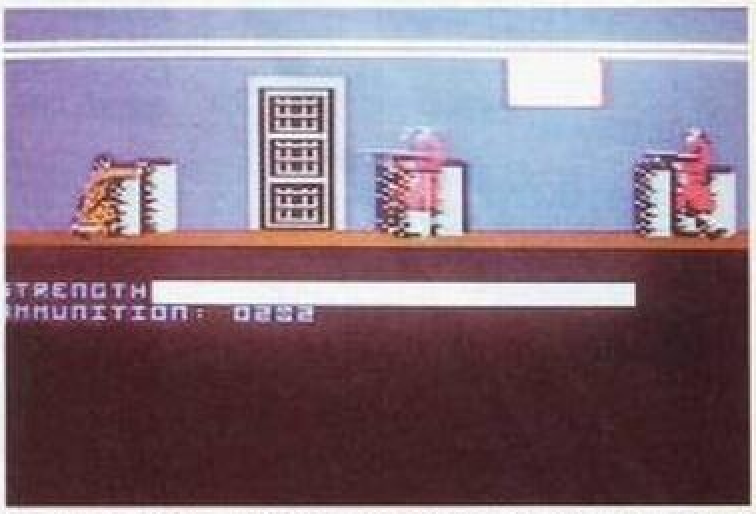
From your speeder you can call two sidekick characters, via your videophone. Vanessa is a cheery secretary who can fax useful info straight to your speeder, so long as the facts you want are already stored at your office. To find out about the shadier characters you encounter you have to call Lee Chin, an informant who charges a small fortune for her services.

Becomes more complicated just when you think you've got it sussed

Things I haven't mentioned so far include a pawn shop feature which helps when you're low on funds and don't want to risk your neck bounty hunting. There are also some tacky musical scores, reasonable sound effects and a save game option that allows up to eight games to be saved and restored: this option is only available from the speeder.

Mean Streets keeps becoming more complicated just when you think you've got it sussed. But you spend *at least* half the time waiting for the program to load data from the disk. This is no exaggeration. Sometimes it's just ridiculous. Leaving somewhere and returning immediately can require up to three disk changes! That's not all. The game controls are as responsive as a sloth on valium: joystick control is adequate but command the keys used for dialling, auto-piloting and so on have to be held down or pressed repeatedly before they function. Interesting the game is: interactive movie it certainly isn't (winner of this issue's pretentious title award). Definitely only for those with the patience of a saint.

SEAN



Blast anything wearing a red raincoatand dodge the bullets. You get knocked backwards when you're hit – come to think of it, you die too

POWER RATING

- A case of disk access gone mad
- Sluggish command keys
- Not enough control of objects
- "Flight-Sim" is more hassle than it's worth

100

69%

0

- Compelling and complicated plot to confound investigators for weeks
- No parser problems thanks to joystick control
- Superb use of animated and digitised images for non player characters
- Effective use of arcade graphics
- Evocative (look it up) game world
- Good manual and accessory sheets
- Neat hierarchical menu system for examining objects

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

"...unbelievable value for money" ZZAPP! Dec 89

SO MUCH FOR SO LITTLE

- POWER TOOLKIT
- POWER MONITOR
- TAPE & DISK TURBO
- PRINTERTOOL
- POWER RESET
- TOTAL BACKUP

..."Money well spent" YC/CDU Jan 90

42 Pg Manual - "Damned Good Handbook" CCI Jan 90

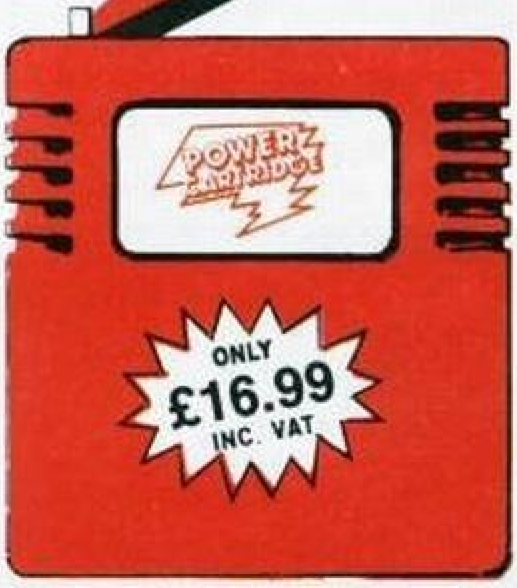
AVAILABLE FROM ALL GOOD COMPUTER RETAILERS

TRIED AND TESTED - OVER 100,000 SOLD IN EUROPE

16 K
OUTSIDE
operating system

..."highly recommended for C64 users" CCI Jan 90

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



ONLY £16.99 INC. VAT

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO
AUDIO
COLOR
DEEK
DELETE
DOKE
DUMP
FIND
HARDCAT
HARDCOPY
HEX$
INFO
KEY
PAUSE
PLIST
ILOAD
RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

RENUMBER	*Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET	*Set up of printer type.*
HARDCAT	*Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD
DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

MERGE	*Two BASIC programs can be merged into one.*
DISK	*With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD
MERGE
SAVE
AUDIO
VERIFY

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE
C COMPARE
D DIS-ASSEMBLE
F FILL
G GO
H HUNT
I INTERPRET
J JUMP
L LOAD
M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY
DOS Commands

PRINTERTOOL

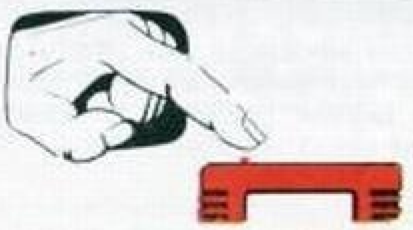
The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

Bitcon Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1988.

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

BDL

Bitcon Devices Ltd

88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND

Tel: 091 490 1975 and 490 1919 Fax 091 490 1918
To order: Access/Visa welcome - Cheques or P/O payable to BDL
Price: £16.99 incl. VAT.
UK orders add £1.20 post/pack total - £18.19 incl. VAT.
Europe orders add £2.50. Overseas add £3.50
Scandinavian Mail Order and Trade enquiries to: Bhiab Elektronik, Box 216, Norrtalje 76123, SWEDEN. Tel: + 46 176 18425 Fax: 176 18401
TRADE AND EXPORT ENQUIRIES WELCOME

ROGER FRAMES
buys
Budjit Games

This is the part of the mag where we hand the reigns over to the delightful Roger Frames, budget connoisseur and downright stinge bag. Let's face it, if Roger is going to part with beloved cash for a game, it must be good. Over to you Rog' (and you still owe me a fiver)

Don't throw those bones away Mother they'll make a perfectly good soup. Now where was I? Oh yes, in a fit of good sense the people at *Commodore Format* asked me if I'd like to comment on the budget games each month. As I consider you lot to be as financially aware as a house brick, I jumped at the chance. It also means I can play games without having to buy them myself!

Andy has already looked at this month's offerings, but since he's got far more money than sense, I've redressed the economical balance of these reviews by adding my own comments at the end.

RF

SPAGHETTI WESTERN SIMULATOR

Zeppelin £2.99

Oh spare us this. In good ol' Code Masters tradition Zeppelin have decided to refer to their offering as a simulator when it is in fact a straight forward arcade type game. Isn't it about time we dropped this needless namefoolery? Please...

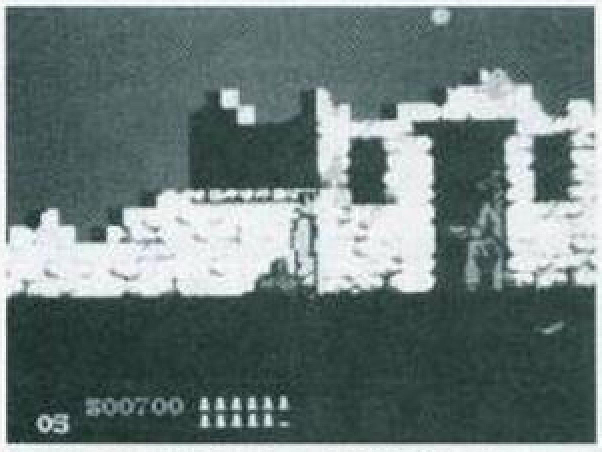
SWS is a horizontally scrolling game which puts you in control of a rootin' tootin' shoot-from-the-hip bounty hunter named Clint Westband (sounds like a big girl's blouse to me). The story goes thus: the Wild West has become a veritable snakepit of outlaws and generally scummy bandits, and Clint (alias your good self) has drawn the short straw to clean up the five worst towns in the county.

All you have to do is wander along the high street avoiding flying bottles, horseshoes and the like which the locals, as is their want, hurl at you. Eventually you reach one of several buildings, from which emerge various townsfolk. These people's only crime is appearing in the game, so don't shoot them – just hang around until the outlaws poke their heads around the door or windows and pump them full of lead. The enemy is easily recognisable in that they are the only ones who shoot back.

One interesting feature is that you don't lose any energy until you've shot the first innocent, so avoid it at all costs. If you are of the 'shoot now ask questions later' type and lose large amounts of energy, it can be replenished by eating and drinking the burgers and beer scattered around the street. Meanwhile, each subsequent town has more and more bandits to waste. It can get pretty hairy later on.

The graphics are large and competently animated with a very Wild West feel to them but the disappointment sets in with the gameplay, which is at best awkward. Variety is also conspicuous by its absence: after level one it's all just more of the same.

Even at budget price *Spaghetti Western Simulator* can't really be recommended, unless of course you're a total Wild West freak (poor devil).



Bang! Bang! You're dead. Never mind. John Wayne has come back undreds of times

FRAME RATE 52%

This one may appeal to certain people who have nothing better to spend their money on but I certainly won't be brushing the cobwebs off my cashpoint card.

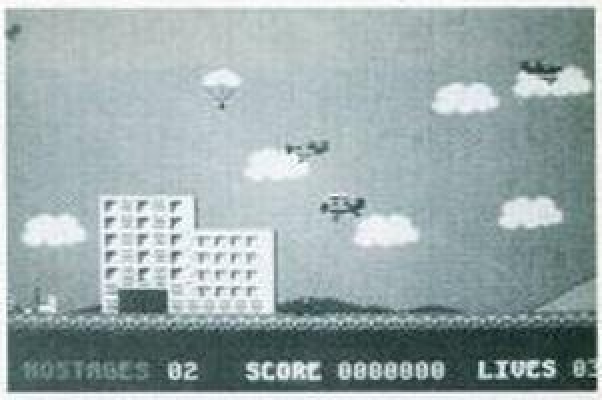
KAMIKAZE

Code Masters £2.99

It had to happen didn't it? We've been given the chance to play Ninja warriors, fighter pilots, even golf pro's. Now we can play the role of an aviator with a strange desire to career into the ground at high speed.

Kamikaze puts you behind the yoke of an old bi-plane with which you have to traverse the skies avoiding other aircraft in order to save a number of hostages from the local 'nick'. This is carried out in rather an odd way. First you must shoot down a plane that is carrying explosives. Collect said explosives by way of daring mid-air collisions and then dive-bomb the door of the prison. At this stage ordinary mortals would be meat paste but our hero calmly frees the hostages and jumps back into his plane to take them home (gee, what a guy!).

All that remains is to pilot them safely back to the point from which you started, got it? Good, cos it's the devil's own job to achieve this without losing the three lives you are allocated at the start of the game.



Stay above the buildings, little bi-plane pilot, and – if you feel mean – shoot the parachutists but don't let them hit you

The enemy planes are bad enough but other obstacles include buildings, tanks which fire at you and little men with guns (some of whom fly around on jet packs – naturally.)

When you've successfully rescued the first two hostages, it's onto the next level to liberate some more. The method is just the same but the background is different and there are more enemies to kill and hostages to save.

The soundtrack on *Kamikaze* is excellent – a bouncy jolly jazzy ditty which will warm the cockles of even the most miserable gamer's heart. The graphics are also sickeningly pleasant: very cartoony backgrounds with small but nicely defined sprites. Occasionally a parachutist appears and, if you blast him, his 'chute disappears leaving him comically flapping his arms in an attempt to fly, before plummeting earthward. Classic stuff!

The game also plays well but is a bit too difficult to hold your interest for long. The lack of variation between levels also calls into question the lasting appeal of the game. Still, if you rate your ability to wield the mighty joystick, give it a bash. It's the cheapest barn-stormer around.

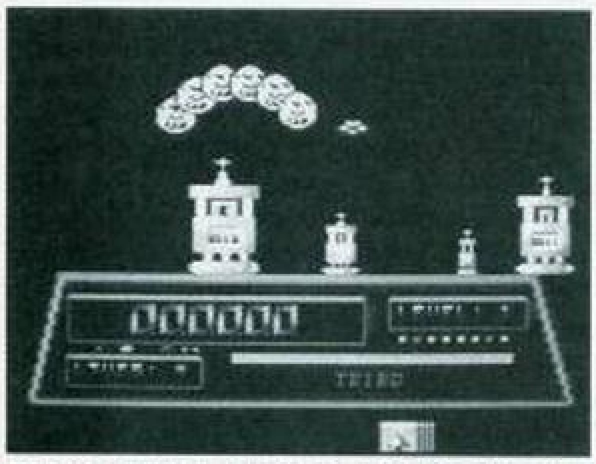
FRAME RATE 65%

Well it was alright. Can't you rent this or something? No? Better try it before you splash out then.

T-BIRD

Mastertronic; £2.99

'Introducing the latest in personal transportation. The Foourd T-Bird.' This miracle of modern science, so the cassette inlay tells us, is capable of neck-breaking acceleration and comes equipped with all the latest gadgetry including some well-hard heavy duty weaponry.



This is T-Bird. Take a close look and think hmm and then go and read the review of Tilt

Having had your appetite whetted, you take one of these wondrous vehicles for a test drive and, blimey would you credit it, if you haven't gone and flown into an alien horde intent on your demise. "Why does this always happen to me?" you ask.

Yes you've guessed it, this dreadfully contrived plot has set the scene for a space shoot 'em up. The style of the game is very much in the same vein as *Space Harrier*, where hordes of aliens fly out of the distance towards you. But here, it has to be said, the similarity ends.

As you travel through space, a variety of alien formations must be blasted from the sky. This should be difficult but in fact it's incredibly easy to just dodge the critters and not bother firing at all. After several waves of aliens, the mothership arrives and bombards you with its sort-of-homing missiles until such time as you've destroyed it. On doing so, the ship doesn't explode into a thousand pieces as you might expect, it simply disappears leaving the player somewhat miffed after spending so much time and effort on the beast. Further levels offer much the same with little or no variation.

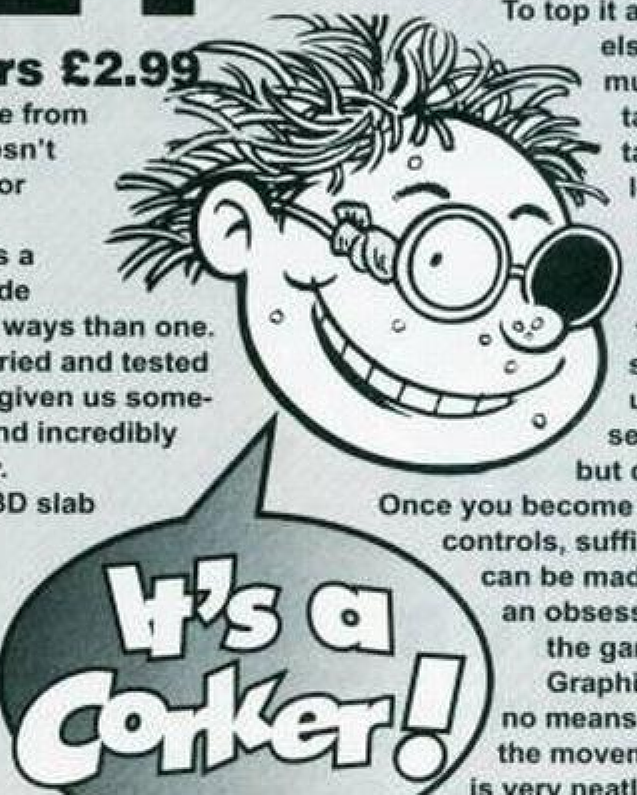
The graphics are pretty nifty, the aliens swirl about in pleasing formations and it's all pretty fast. But – and it's a huge but – there is no gameplay. At the end, all you are left with is a sense of bewilderment. The graphics and soundtrack offer a potential that the gameplay just doesn't deliver.

FRAME RATE 38%

Under no circumstances would I ever fork out for this, not three quid not two quid not even one quid, you'd be hard pushed to get one pence out of me for this... RAAASSSP!

TILT

Code Masters £2.99


It's a Corker!

Well, well, well. A game from Code Masters that doesn't have the word simulator tagged onto its end.

In fact, this game is a departure from the Code Masters norm in more ways than one. Rather than rely on a tried and tested game formula they've given us something totally original and incredibly polished to boot. Truly.

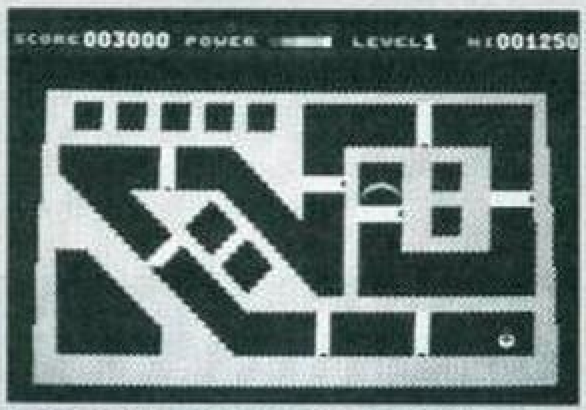
The play area is a 3D slab containing a simple walled maze, through which you have to roll a small ball in order to reach the finishing point. But before you cry, 'It's *Marble blooming Madness* all over again!' the method by which you move the ball is different – very different. It is the maze itself that moves (or tilts, hence the name) causing the ball to roll.

Several factors make your progress hazardous. First and foremost, if you touch the walls of the maze your energy plummets. When that reaches zero you're up the creek with not a paddle in sight. There are also barriers at points throughout each maze that block your path. Pressing the fire button moves them aside, but only for a moment, and trying to control the ball whilst simultaneously manipulating the doors is diff-ic-ult.

To top it all, on later levels your ball gets much bigger (keep taking the tablets) which leaves you less room to manoeuvre. After your first few games the situation will undoubtedly seem hopeless, but don't give up. Once you become familiar with the controls, sufficient progress can be made to guarantee an obsessive interest in the game.

Graphically, *Tilt* is by no means elaborate, but the movement of the maze is very neatly done and the same can be said for the rest of the objects on screen. A great touch is the way each level is dragged onto the screen by rotating wheels, giving an impression of heavy machinery at work. Sound also adds to the mechanical feel, with whirring hydraulic type sounds to accompany the tilting of the maze and a satisfying scrape as the ball rolls around.

The addictive qualities of *Tilt* are remarkable, and this, coupled with the quirky style and neat graphical touches would make it to a 'good' full price game. (It's always a pleasure to see someone prove that simple ideas are often the best.) So, as it's a budget title it's brilliant.



Follow the maze without touching the walls by tilting the surface – this is only level one

FRAME RATE 93%

Oh dear... What a rotten end to my day. Much as it pains me to say this, *Tilt* is well worth three quid (ouch – my wallet hurts) of anyone's money. For those less cautious than myself this would be termed 'a must buy' (how I hate that phrase).

Stop Press

Desk Top Publishing (DTP) has grabbed sixteen bit computers by the scruff of the laser printer and re-defined everything in print from knock-'em -out fly-sheets to lengthy encyclopaedias. Companies now produce professional reports and in-house magazines, authors deliver first drafts that looked like finished books and, for the first time, every job in the publishing chain can be done on a desk.

Our man with a mouse, KEITH POMFRET, goes a-searching for a viable DTP package on the Commodore 64. What does he do when he finds one? He starts producing some well dodgy literature, that's what.

STOP PRESS

Your C64 or C128 can join the DTP revolution too thanks to *Stop Press*, a fully featured DTP program that stretches your C64 to the limit and lets you join in the page planning revolution.

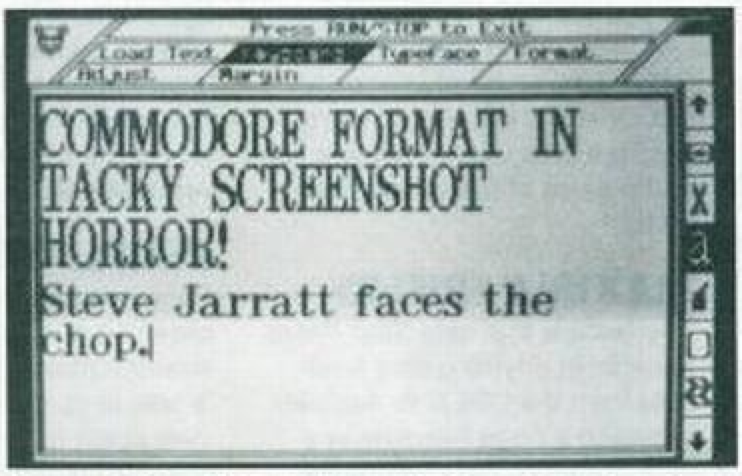
Until *Stop Press* arrived, C64 publishing was limited to whatever a word processor could output or hard copy from an art program. Word processors are generally limited to basic manipulation and formatting of text and art programs allow you to 'draw' a picture and then print it out.

Stop Press not only combines the two but adds all the features found in sixteen bit packages costing hundreds of pounds more. To allow you to manipulate pages documents and text, a mouse is required and the package contains the necessary mouse and interface for a C64 or C128. To use *Stop Press* you need A C64 or C128, a disk drive and blank disks to store your finished work.

The mouse is a three button affair with control assigned to 'execute', 'move' and 'cancel' via the three buttons. Moving the mouse causes the cursor to move in direct proportion to it and allows precise manipulation of the on-screen image.

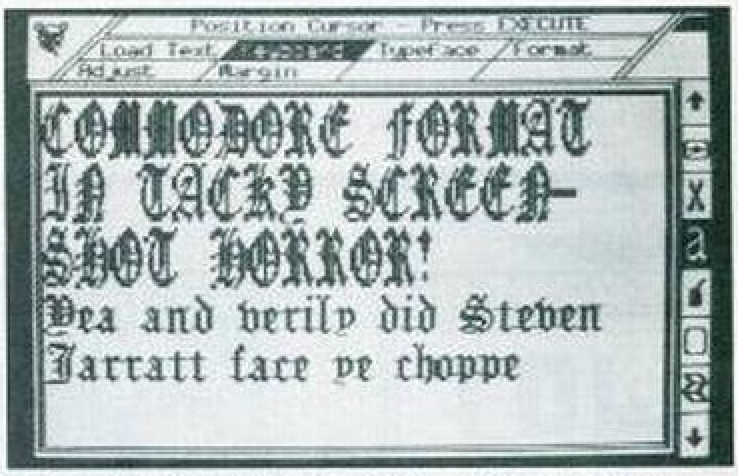
If you want to print out your finished work, you'll need a printer. As the main purpose of DTP is to produce finished pages, it's important that you have the best printer that you can afford to ensure the quality of your output. *Stop Press* supports Commodore printers via the serial port and also allows serial printers that use RS232 protocols to be connected.

Parallel printers are supported and, with the right interface and connections, an Epson Laser printer working in FX mode produced the best results. It's perhaps a little lavish to spend over £1,000 on a printer but you get what you pay for. A nasty sub-£100 clattery dot matrix printer will never turn out results that do full credit to your publishing abilities.



COMMODORE FORMAT IN TACKY SCREENSHOT HORROR!
Steve Jarratt faces the chop.

Generating different founts (typefaces) and point sizes is easy



COMMODORE FORMAT IN TACKY SCREEN-SHOT HORROR!
Yea and verily did Steven Jarratt face ye choppe

Changing them is simple too, though here we thought a minor re-write would be suitable

GETTING STARTED

Put the system disk into the drive, type LOAD"SP",8,1, hit the return key and go off to make a cup of tea while it loads. When you return refreshed and the program has loaded, you are given the option to enter Stop Press or create a page disk. The first time that you use the program, you must make a page disk. The system disk is removed and a page disk is made using a blank disk. Every step of the way is covered by on-screen prompts and simple instructions from the manual. If you are filthy rich and can afford more than one disk drive, you can save time by assigning a second drive to the page disk. this saves large amounts of disk swapping.

MANUAL LABOUR

The hundred page manual covers every step of the way and, after a gentle introduction and guide to installation, covers the many different facets of the program and DTP in general.

After installation, the first area of interest is the mouse and its control. A three page rodent-driving course covering the use of the mouse and, more importantly, the jargon involved, are given clear, concise coverage. People who would prefer to use another mouse or would rather struggle with a joystick will be relieved to hear that a variety of input devices care supported. It is a simple matter of pressing the Control key and selecting 1,2,3 or 4 to choose from Database mouse (supplied), joystick, keyboard or Commodore 1351 mouse.

A total of twelve chapters in the manual act as a ready source of reference, on-line tutorial and trouble shooting guide. The *Stop Press* system is intuitive and shortcuts are available for the user who becomes more au-fait with the program.

Once set up and running, you are presented with the standard *Stop Press* Screen. A 'window' on to the page that you are working on is surrounded by icons and selection bars to allow you to choose mode and load and manipulate text, art, cut-outs etc. At no point are you stuck for options.

QUICK KLICKER

A 'quick klick' icon at the top left of the screen brings up a menu that allows you to change various parameters that affect the display and graphics modes instantly. This is useful for changing fill patterns while working in graphics mode, for example. It also allows 'ghosting' parameters to be changed. Ghosting allows two or more images to be merged or overlayed on each other and is a useful effect for blending two images together. A grid facility allows the default pointer (mouse) movement rate to be adjusted. The coarseness or finesse of the required movement is dependent on the type of work undertaken.

Background colour options can also be altered from the quick klick menu. This allows you to choose between a black or white background or choose to invert the images so that any picture appears in the opposite colours to those in the background. Using this mode, some interesting text effects can be achieved. For example, a picture of a chess board could have text overlaid on it and the invert option would make the text readable (if a little loud ...) across the board.

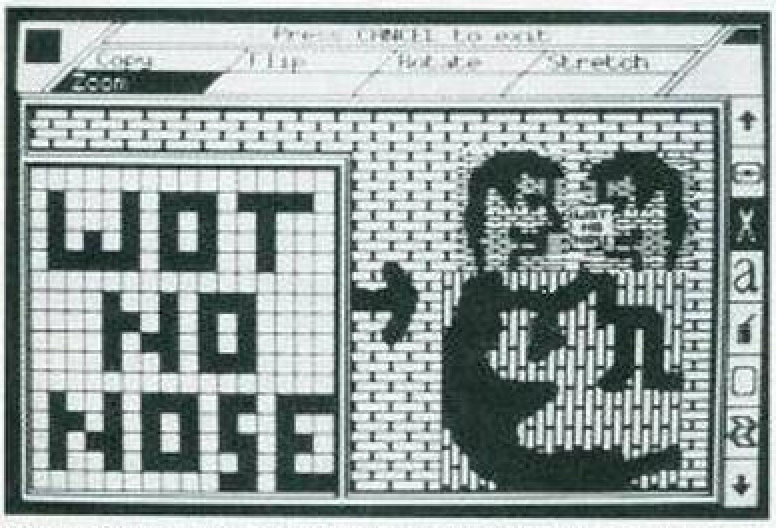
VALUABLE ICONS

Other icons around the screen control filing, image editing, text processing, graphic studio work, windows and printing. Functions are selected by clicking on the mouse.

Desk top publishing at its simplest is a combination of all the skills and crafts involved in authorship, production, editing and printing. In order to achieve all this on an eight bit machine with limited memory, *Stop Press* assigns each area of DTP to a discreet module, loading them into memory as necessary.

FILES AND PAGES

A filing system allows the storage and manipulation of files such as text, illustrations and cutouts, full pages and general disc functions. A full page is too big to be shown completely on the screen in any detail so only a part of it is visible at any one time. However, scrolling is possible and makes it easy to keep track of all the elements you put on a page. *Stop Press* can produce a page up to 14 inches long and, although it can't be displayed in its entirety, it is saved as a single 'page' file.

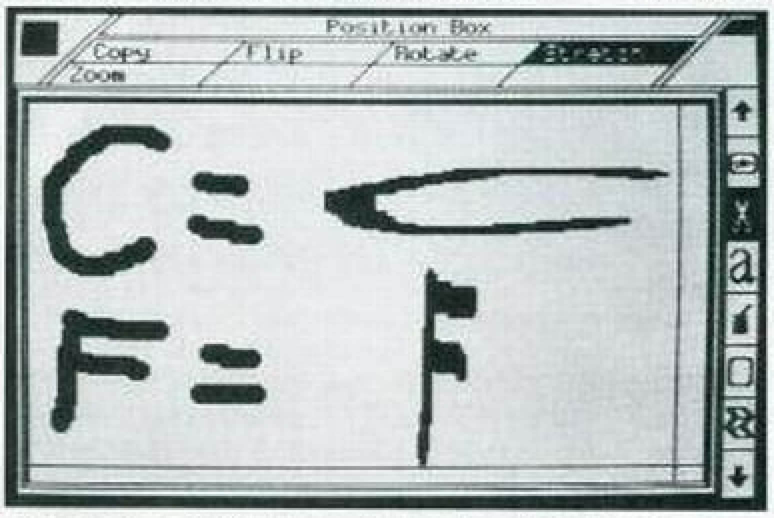


Enough graphics tools are provided to keep any budding art editor busy and the zoom function shown here allows you to get close enough to edit piccies pixel by pixel

The program is intelligent enough to categorise files. If you aren't sure of the page filename you need, it's possible to produce a directory of those files which are of that page format (or any of the other *Stop Press* formats). Fonts, patterns, cutouts, printer drivers and pages are all kinds of files that can be recognised by *Stop Press*.

FROM THE SADDLE

A flyer to invite various journalists to drink my duty-free, be sick on the carpet, empty the freezer and sleep on the floor was the first project to be undertaken. A rough page layout was drawn using crayon and slate to get some idea what needed to go where. The main problem was to invite everyone without actually having them all attend. Previously this had been done by suggesting that the party was to be combined with a train-spotters' reunion but, on this occasion, I only had *Stop Press* to help me. A photograph of yours truly (Shock! Horror!) was the logical frightener to include in the document and as *Stop Press* has the facility to import digital pictures (and some bureaux provide digitized clip art on disk) that wasn't a problem. The picture was so horrible that it was used five times on the A4 flyer: one in each corner and one in the middle. The repeated image was 'ghosted' to put off all but the strong hearted (and the alkis who would turn up at the gates of hell to sniff a wine gum).



Uunghh! Sometimes, when you start work, you need an on-screen stretch. With *Stop Press* you've got it

FLEXIBLE FRIEND

The feature that sets *Stop Press* apart from anything else available from the C64 is its flexibility. I needed a huge headline in a type style that would catch the eye at ten feet. Stop Press provided it. Easily readable body text for the message and nice curly italics for the RSVP bit were no problem and, by defining 'boxes' for each bit, I could type the text straight into its allotted place or import it from a previously prepared text file.

PRETTY AS A...

Using the clever graphics editing feature, I made the central picture circular and defined a box around it. It was possible to auto-flow text around this by defining a couple of columns and using the auto flow mode. Even some newspapers have trouble doing that! My flysheet was received with a mix of delight and trepidation by colleagues and the party was a success.

Stop Press also produced adequate invoices, threatening letters and bills for the damage done at the party and several colleagues have remarked on the quality of the laser generated threatening letters (although this was almost certainly a ploy to turn the conversation away from the cost of a new fitted carpet).

MIDNIGHT OIL

With the effects of a couple of gallons of Frogwarts Brain-Away Bitter still tickling the synapses, another day page planning and pointing red eyes at monitor was out of the question. But the cutouts, page files and bureau generated files had given me a chance to push *Stop Press* to the limits.

The fifty or so fonts (typefaces) provide enough variety to produce anything from a newspaper to a cartoon. Some of the fonts are instantly recognisable from popular publications, some are business-ike and others are just plain silly. To complement all of the fonts there is a gallery of cut-outs: pictures and images that can be imported into a page and used to either illustrate or provide a focus for the printed matter. Again there is variety in the subject matter. Crenelated houses jostle with cartoon raccoons, American trucks, tank engines and wedding bells for position on the page *(that's some page! – Ed)*.

A page entitled 'Auto-Flow Reporter' sums up *Stop Press*. The page is broken up into sections like a news page but, instead of vertical columns, the text is formatted by diagonal lines and diamond shapes. Clip art has been imported into the columns and several of the programs fonts demonstrate the versatility of the program.

TEMPLATE

Pages can be planned individually but in the case of a publication or magazine where a similar format is used for many pages, a 'blank' template could be saved and used over again as the basis for each subsequent page. Whether it be single pages, magazines or books, if your computer is a C64 or C128, then *Stop Press* is the only way to attempt DTP. The easy to understand manual and intuitive program will give you a simple but powerful introduction to DTP that it would be otherwise impossible to get on an eight bit machine.

Game	**Stop Press**
Maker	**Database**
Cassette	**Not avaliable**
Disk	**£33.95**
Cartridge	**Not available**

If you want to get your hands dirty and start mastering the art of DTP, you can get a copy of Stop Press through our Mail Order service. Turn to pages 88-89 for more details.

ATARI ST and AMIGA

Sixteen Bit Superdeals from the Sixteen Bit Specialists!

CUSTOMERS PLEASE NOTE! When comparing prices remember ours include fast delivery by courier.

NEW!!

520STE Power Pack

£349.00

Inc. VAT and Next Day Delivery

Power Pack includes:

★ 520STE 512K Keyboard with Built-in 1 Megabyte disk drive and TV Modulator
★ Over £550 worth of games software, including OutRun, Gauntlet 2, R-Type, Space Harrier, Super HangOn and 16 more Top Games
★ Organiser Business Software including WORDPROCESSOR, SPREADSHEET and DATABASE
★ First BASIC and First Music Utility Software
★ FREE JOYSTICK AND FREE MOUSE MAT WORTH £4.95
★ All leads, manuals PLUS MOUSE and free mains plug!

520STFM DISCOVERY PACK

NEW

£279.00

NEW! fantastic value for money pack includes:

★ 520 STFM 512K memory keyboard with built in 1 megabyte double sided disk drive and TV modulator
★ Game Pack including OUTRUN, SPACE HARRIER, CARRIER COMMAND and BOMB JACK
★ UTILITY PROGRAMMES inc STOS GAME CREATOR, NEOCHROME painting package and FIRST BASIC programming language
★ ST tutorial programme and 'DISCOVER YOUR ST' beginners guide to the ST computer
★ PLUS MOUSE, MOUSE MAT, MANUALS, ALL LEADS, METACOMCO BASIC AND MAINS PLUG!

1040STE BUSINESS PACK

£449.00

★ Includes the new 1 megabyte 1040STE keyboard plus over £200 worth of business software including K-WORD wordprocessing software, K-CALC spread sheet and K-DATA Database software Also includes Metacomco BASIC, Mouse Pad, all Leads, Manuals and Mouse.

MEGA 1 BUSINESS Pack

£529.00

Features:

★ **Separate Keyboard and System Unit**
★ **Inc. all software supplied with 1040 STE Business Pack**
★ **Blitter chip installed for faster graphics**

Inc SM124 Mono Monitor........£628.00

ACCESSORIES

Quickshot II Turbo Joystick	£9.95
Competition Pro 5000 Joystick	£13.95
Competition Pro with Autofire	£14.95
Konix Speedking Joystick	£11.95
Red Mouse Mat with Amiga logo	£5.95
Plain blue Mouse Mat	£4.95
Naksha Mouse for ST, Amiga or PC	£29.95
Branded Memorex 3.5" DSDD Disks Box of 10	£13.95
Memorex Disk Box For 40 3.5" Disks	£8.95
Amiga 1/2 Meg Expansion	£99.95
Control Centre Atari or Amiga	£44.95

Contriver Amiga and ST Mouse with FREE Holder and Mouse Pad £20.95

PRINTERS

Star LC10 including interface lead for ST/Amiga	£169.00
Star LC10 colour including interface lead for ST/Amiga	£219.00
Star LC24-10 24 pin including lead for ST/Amiga	£249.00
Citizen 120D + NLQ including interface lead for ST/Amiga	£139.00
Citizen Swift 24 pin letter quality including lead for ST/Amiga	£309.00
Colour Version of Swift 24 pin	£349.00

AMIGA A500 GAMES PACK featuring BAT PACK or the new FLIGHT OF FANTASY PACK

£399.00

Inc. VAT and Next Day Delivery

BAT Games Pack includes:

★ Amiga A500 512K Keyboard with Built-in 1 Megabyte disk drive
★ Free TV modulator worth £24.99 allowing you to use the Amiga with a normal TV.
★ DELUXE PAINT II GRAPHICS PACKAGE.
★ FREE HOLIDAY 14 days accommod [illegible]
★ FREE, only-just-released BATMAN [illegible]
★ NEW ZEALAND STORY arcad [illegible]
★ F18-INTERCEPTOR - amazing 3 [illegible]
★ A further £230 worth of Games [illegible] STORY, BARBARIAN, WIZBALL & six more [illegible]
★ FREE JOYSTICK, MOUSE MAT [illegible]
★ Amiga BASIC, Amiga EXTRAS [illegible] Step Tutorial.
★ All leads, manuals PLUS MOUSE and [illegible]

FLIGHT OF FANTASY Pa [illegible]

★ F29 RETALIATOR - fantastic NEW flight [illegible]
★ RAINBOW ISLANDS - smashing new arcade game - replaces New Zealand Story
★ ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS - replaces F18
★ Everything else listed for BAT Games Pack.

STOP PRESS!
New Pack Now Available.
Phone for details.

AMIGA 1 MEG BAT GAME PACK

£499.00

1 Meg Bat Games Pack includes:

★ Fitted 1 Megabyte Memory Expansion + Real Time Clock Card
★ Everything listed for the A500 Bat Game Pack
★ DRAGON'S LAIR 1 MEG MEGAGAME!

AMIGA 2000 IBM PC AND AMIGA COMPATIBLE TWO COMPUTERS FOR THE PRICE OF ONE!

£1349 (Inc VAT and next day delivery)
(£1173.04 exc. VAT)

FEATURES:

★ Separate keyboard & System Unit
★ 1 Megabyte RAM - expandable
★ Built-in 3.5 Disk Drive loads Amiga Software
★ Built-in 5.25 Disk Drive loads IBM Software
★ Built-in 20MB Hard Drive stores IBM & Amiga Software
★ 4096 Colours & Digital Stereo Sound
★ Runs IBM software with built-in XT Bridgeboard
★ IBM and Amiga Expansion Slots

EXTERNAL DISK DRIVES

Cumana 1 Megabyte Atari or Amiga	£89.95
NEC 1 Megabyte Atari or Amiga	£79.95
Atari SF314 1 Megabyte	£139.00
Amiga A1010 1 Megabyte	£99.95
Atari Megafile 30 Hard Disk	£439.00
New! Commodore A590 20 meg hard disk	£369.00
A590 Hard Disk + Memory Upgrade installed	Phone

MONITORS

Commodore Amiga A1084 stereo Monitor inc lead	£259.00
Atari SC1224 Colour Monitor inc lead	£259.00
Atari SM124 Mono Monitor including lead	£119.00
Philips CM8833 stereo colour monitor inc. lead for ST or Amiga	£249.00

24 HOUR CREDIT CARD HOTLINE ☎ 0908 378008

To order either call the orderline above with your Credit Card details OR make a cheque or P.O. payable to: Digicom Computer Services Ltd and send it with your order to the address below. Showroom open at the address below Mon-Sat 10.00am - 6.00pm.

DIGICOM
Unit 36, Wharfside, Fenny Stratford, MILTON KEYNES, MK2 2AZ.
All prices include VAT and delivery by courier
Licensed Credit Brokers * *Written quotations available on request APR 34.5% Variable.*

VISA

Lords of

I see many lands, wrought and reshaped by the fires of Chaos. I see four great wizards fighting for control . Their failure costs them their souls. The lands are made wild once more. Who now will come and wrest them from me?

"Erm, well, I'll have a go if you like..."

Game	**Lords of Chaos**
Maker	**Bladesoft**
cassette	**£9.95**
disk	**£14.95**
cartridge	**Not avaliable**

Where do you start with a game like this? The manual? Not when it's as thick as an eskimo's underpants. Let's leap straight into the game then. Er... *Thwok!* Aha, back to the manual methinks.

A good thirty minutes manual reading is required in order to gain a minor insight into how to play the game. A further thirty minutes of fumbling around with the menu system and you'll be ready to roll. Sounds off-putting? It is but don't despair.

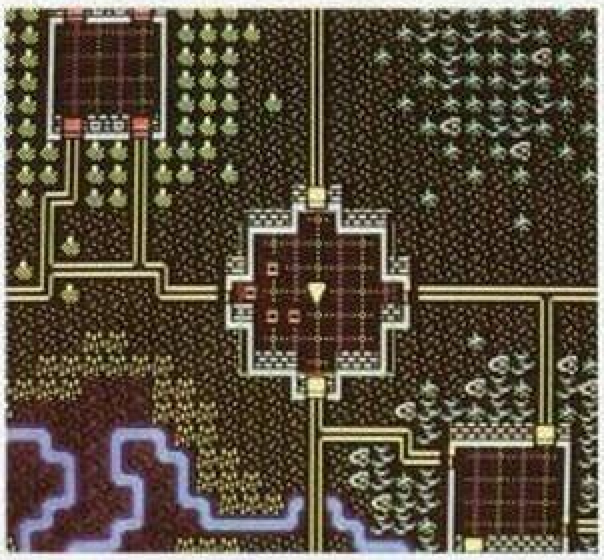
What we have here is a game which looks like a fantasy adventure but plays like a complex strategy game. You must trek through various chaotic worlds and try to restore peace and order before returning to your home – limbo.

Menu options dictate the type and difficulty of the coming adventure. You can play alone or against up to three of your friends. I didn't have three friends to rub together (fnar, fnar) so I was forced to play solo. If you enter the game at this stage a random character is created for you. Alternatively, custom-made characters can be moulded with a Wizard Design routine.

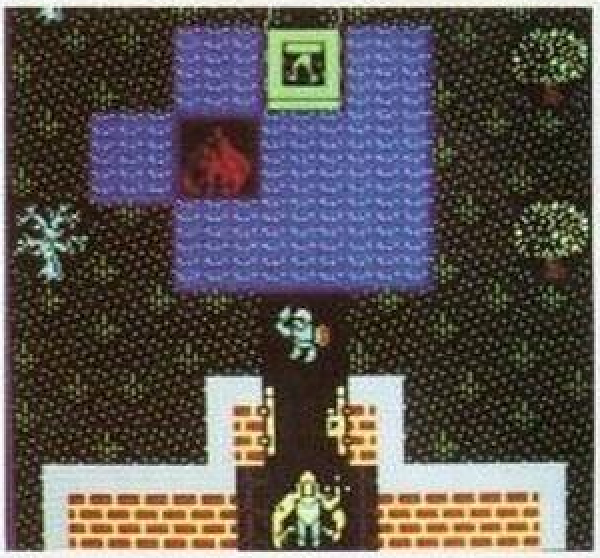
Five attributes govern your character's abilities. These are Action Points (which dictate the number of tasks you can perform in any one round), Stamina, Constitution (when this reaches zero you 'pop your clogs'), Combat and Defense. Initially, according to your magical ability, you have a number of spells at your disposal. As you increase in experience and power you can master more and more spells, up to forty-five in all.

The game is played as a series of rounds during which you can move, collect and use objects, engage in combat and so on. You spend the first round conjuring up creatures to form an army. They include pathetically weedy pixies, trolls whose intelligence is only slightly higher than that of the surrounding vegetation, and 'heavies' who include dragons, demons and spectres. Some creatures perform certain tasks more efficiently than the others. Unicorns can be ridden for rapid travel, giants are real meat grinders when they get into battle and the apparently useless pixie is actually invisible and therefore strategically invaluable.

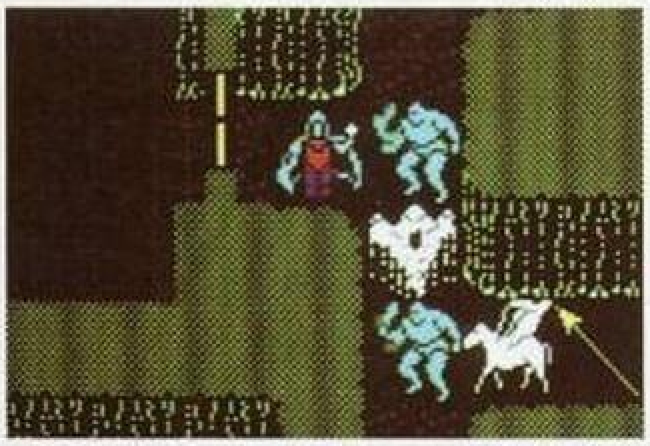
Once armed to the teeth (or the gums depending on the age of your wizard) you can deal with the various tasks ahead. The



The scenario one map screen. In the centre is the house from which solo wizards begin the game. Other wizards start from nearby houses

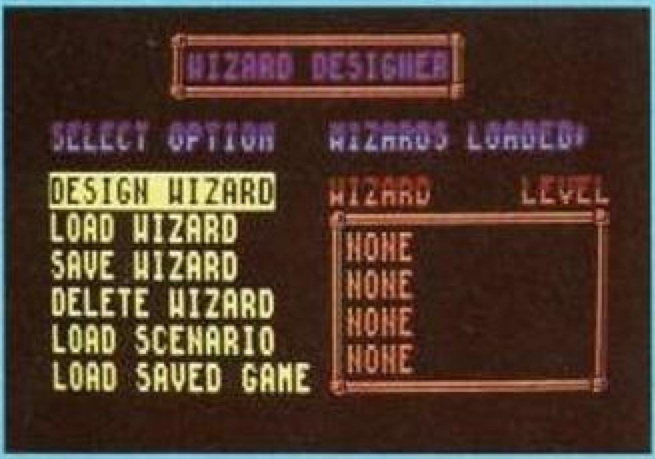


Andy the Random Wizard and a summoned dwarf leave home and experiment with the Flood spell. Luckily, only the cursor is drowned

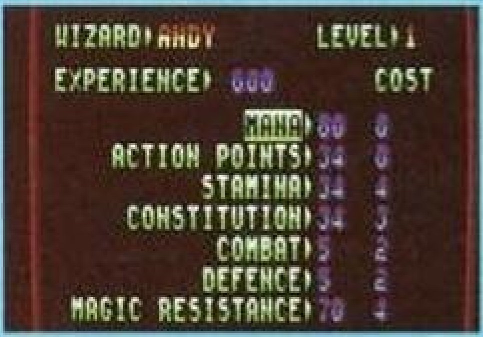


Two giants and a wraith summoned by Andy The Slightly More Powerful on level two come across a lonely spear

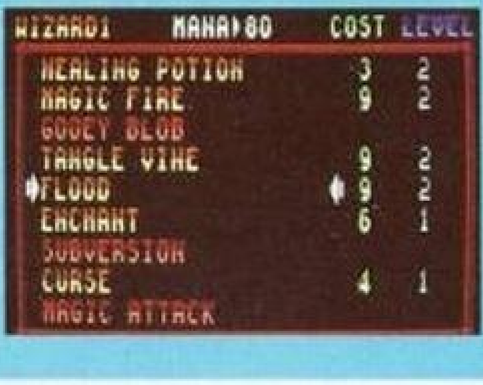
Lordy Wordy



```
WIZARD DESIGNER

SELECT OPTION       WIZARDS LOADED>

DESIGN WIZARD       WIZARD       LEVEL
LOAD WIZARD         NONE
SAVE WIZARD         NONE
DELETE WIZARD       NONE
LOAD SCENARIO       NONE
LOAD SAVED GAME
```

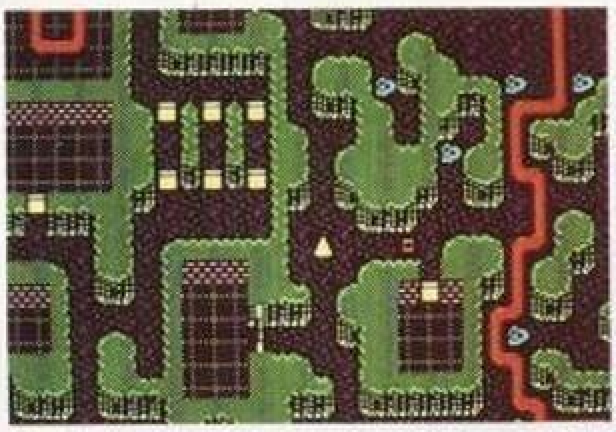


```
WIZARD>ANDY             LEVEL>1
EXPERIENCE> 000            COST
                   MANA> 80  0
          ACTION POINTS> 34  0
                STAMINA> 34  4
           CONSTITUTION> 34  3
                 COMBAT> 5   2
                DEFENCE> 5   2
       MAGIC RESISTANCE> 70  4
```

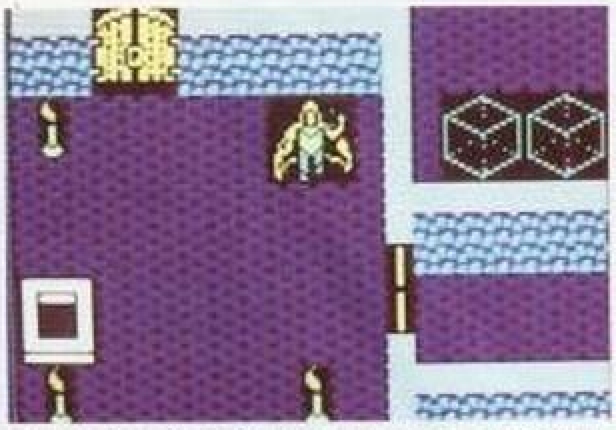


```
WIZARD1     MANA>80     COST LEVEL
 HEALING POTION           3   2
 MAGIC FIRE               9   2
 GOOEY BLOB
 TANGLE VINE              9   2
>FLOOD                   >9   2
 ENCHANT                  6   1
 SUBVERSION
 CURSE                    4   1
 MAGIC ATTACK
```

The master selection screen (above) from which all new wizards and worlds are chosen. It would be intersting to have a World Design Expansion Kit. Meanwhile, Andy allocates characteristics (top right) before browsing through the extensive spell list (right). Good old Flood spells

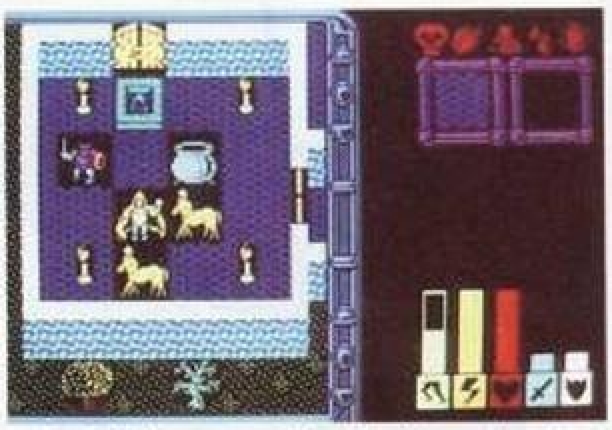


Level two's forest hides the enemy until you can see them. Scarey stuff, creep, creep



Down in the dungeon on level three, Andy the Distinctly More Powerful searches one of the many rooms...

Chaos



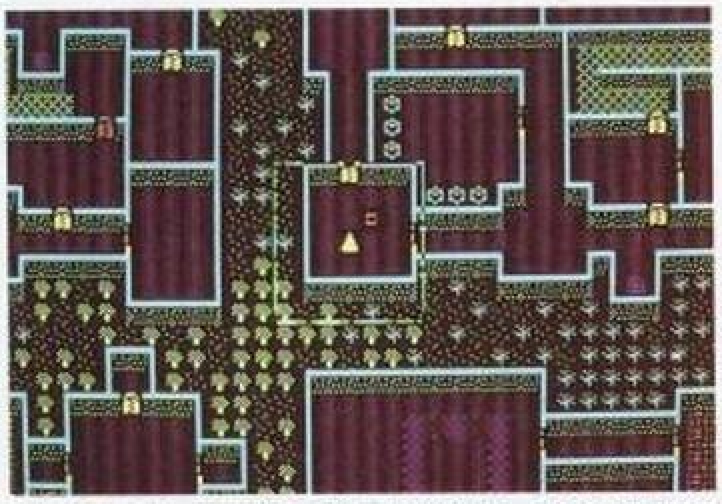
...And finds more than he bargained for: two unicorns and a troll left to guard the place. Is there a Run Away spell?

> Giants are real meat grinders

foremost objective is to kill the other wizards in the game and then get home via a portal which appears after your wizard bashing is complete. Unfortunately, your enemies have been busily conjuring up their forces and they have very different plans for you.

Combat couldn't be easier. Simply move to an adjacent square, place your cursor on your opponent and press fire. The computer then works out the amount of damage caused and whether or not your victim retaliates. You can continue attacking in this manner until either the enemy is dead or your action points have run out for the current turn. Of course, come his turn, you'll be the one who's soundly clouted. Daggers and magical swords, which you'll find scattered all over the place, do wonders for your fighting ability, not to mention your otherwise short lifespan.

Even if you get naffed off with all the gentlemanly man-to-unearthly creature combat, you can fight really dirty and use magic. Just select the required spell from the spell menu and do battle as before. There are some truly diabolical spells at your disposal. 'Gooey Blob' fills the surrounding countryside with, well, gooey blobs, which ensnare the enemy in much the same way as a large sneeze *(that's enough gooey stuff, thanks – Ed)*. 'Flood' and 'Tangle Vine' perform similar tasks but with water and sinister vegetation. Offensive spells like 'Lightning' and 'Fire' are powerful enough to please the most demanding pyromaniac while 'Magic Shield' provides some defense against enemy spell casting. Knowing how best to employ sorcery in battle certainly separates the heavyweight thaumaturgists from novice prestidigitators. Oh, yes indeedy.



There are plenty of places to hide in the dungeons, which is useful because there are plenty of reasons to hide as well

There are also the more mundane tasks like treasure hunting and exploration to consider. Here again your magical ability is useful. You can brew potions to your heart's content. Throw the relevant herbs into the pot, stir, cook for thirty minutes on gas mark eight and voila! You have a delightful soup that will allow you to fly, travel more quickly or heal wounds.

The three *Lords of Chaos* scenarios are more than enough to keep you busy for a very long time and plans are afoot to release further scenarios for the game (what's more, you'll be able to continue with your existing character). But is it any good? (Lengthy pause to build up the tension...)

It's a Corker!

It's brilliant! Despite the horrors of the manual and menu system, *Lords of Chaos* is actually quite straightforward to play. The graphics are lively, your surroundings are colourful and most of the sprites are embellished with token animation. Sound is fairly limited but quite rightly so; a strategy game of this sort just doesn't need to constantly harass a player's ears. With its novel fantasy theme *LoC* makes a welcome change from the glut of modern war games. It's playability also makes it worth a look for newcomers to strategy games.

Invite your mates over, bring out the pop, four-pack or Perrier, lay on some troff and make an evening of it. Then *Lords of Chaos* really comes into its own.

ANDY

POWER RATING

100

- The manual and menu system are confusing to begin with

90%

- Simple combat system for even the most ham-fisted of sorcerers
- Magic system is extensive, original and easy to use
- Functional visuals are tidy and pleasing to look at
- Gradual build up to final battle increases atmosphere
- Ability to manipulate landscape via floods etc is superb
- Line-of-sight spotting builds up tension
- Long game life provided by three totally different scenarios
- Character creator gives evemore player involvement
- Possibility of further scenarios makes package all the more enticing and long-lived
- Multi player option which demands to be used

0

With their forthcoming release of Capcom's *U.N. Squadron*, US Gold thought it might be rather fab to commemorate the event with a competition. But we said no, our readers don't want to win hundreds of pounds' worth of goodies. This page could better be used for a review of gardening software for the VIC 20.

So here we go... VIC 20 owners with large gardens should now be thinking about planting their rhododendrons and begonias before the first frost of winter sets in. This new software from Bloomsoft - *urk!* (Sorry about that folks, our competitions editor has been replaced with a large wastepaper basket, and the U.N. Squadron competition can now proceed as planned.)

If you flick to page 96, you'll find more details about this new aerial shoot 'em up, which should be screeching onto screens around the country soon(ish). Sitting in the cockpit of an ultra-modern jet fighter of your choice, you have to fly into enemy territory and destroy lots of things – including stolen B2 Stealth Bombers! Gosh! Whatever is the world coming to?

So, just to get you in the right sort of mood, good old 'Gold have stumped up for a set of three videos featuring stunning images of the most powerful war planes around. However, on their own these are as much use as a VIC 20 gardening program, so USG have also thrown in a droolworthy Sony SLV373 video to watch 'em on!

This gorgeous HQ system video has four heads, long play, still picture, slow motion and frame advance, high speed rewind, index search, auto tracking and a fully programmable LCD remote control.

And don't despair if the first prize goes elsewhere – there are also copies of *UN Squadron* just waiting to be despatched to the 20 very lucky runners-up!

By now you should be getting all gooey with the thought of owning your own juicy video, so you're probably wondering just what you've got to do to win it. No problem: just answer the three easy game-related questions below...

Win a Sony Video recorder, fighter plane videos and copies of UN Squadron

Nuke Those Begonias!

1: Which of these are you more likely to find in a clay soil facing south?
a: A Tupolev Tu-144
b: A C5A Galaxy transporter
c: Hardy perennials

2: Where is the Spear and Jackson no.7 spade most likely to fail?
a: Along the ventral fin near the air intake of the Pratt and Whitney AX12 jet engine
b: Just below the brass grommet, where it splices into the wooden shaft
c: Above low-level AWAX radar but below the SAM2 missile's flight ceiling

3: Your red hot pokers have got blight. What preventative treatment should you use?
a: Spray with Old Whitiam's bug-away, mixed 1:4 in distilled water
b: Fly-by wire AMRAAMs with shrapnel-loaded scatterbombs
c: A 15 megaton thermonuclear device, dropped from 75,000 ft by a B52

Right, they were a bit tricky, so a visit to your local library (herbaceous borders and long-range aerial assault section) should make all the difference. Put your answers, a, b, or c on a postcard and send them to:

'AAARGH! Chrysanthemums at one o'clock!' Competition,
Commodore Format, 30 Monmouth Street, Bath, Avon,
BA1 2BW.

The first correct entry out of the box wins the Sony and the vids, while the next 20 entrants will receive a copy of UN Squadron. You lucky people!

Rules: the editor's decision is usually pretty final. No-one who works at US Gold or Future Publishing may enter. No employees of Lockheed, Rockwell, General Dynamics, or the gardening section of Homebase may enter.

A big thanks to VI Videos in Trowbridge, Wilts for the videos.

Get Talking!

An entire communications network is trying to get out through your. KEITH POMFRET explains the ins and outs of modems, baud rates and logging on

Going on line means taking your C64, connecting it to the phone system using a clever box of tricks called a modem and communicating with the outside world via your computer screen.

The first thing that you'll need to find out is what equipment you need. With the C64 it's not the simplest of tasks. When Commodore put together our favourite computer, they gave it a serial port which is the all-important connection which computers use to talk to each other. Unfortunately, it's a non-standard serial port which means that you'll either need to use dedicated Commodore modems or some sort of interface that gets things back to the more usual protocols (computer languages).

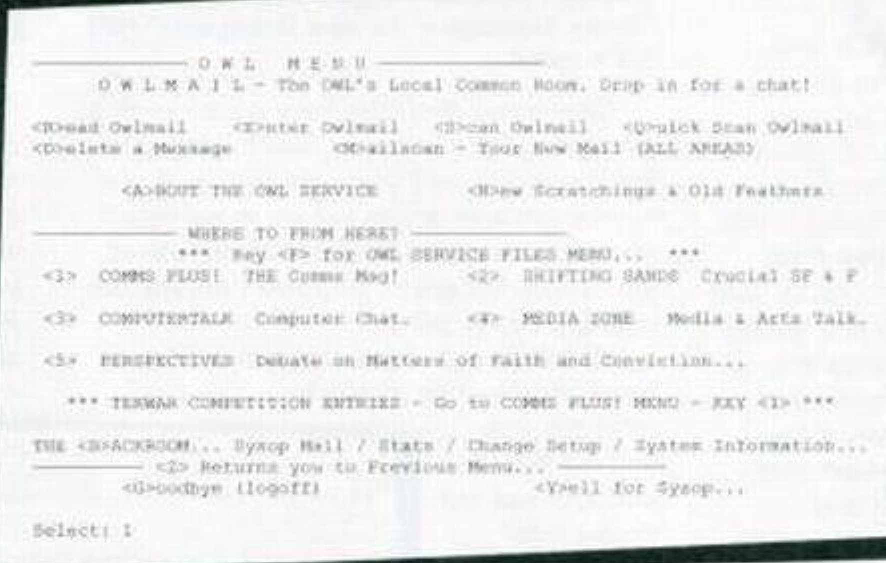
THE BLACK ART OF COMMS!

Listen to two comms experts talking in the pub and they may as well be speaking Welsh or Latvian. Don't worry: amid all the Hayes protocols, V22bis and AT codes there is a dim light at the end of the tunnel.

'Comms' is short for communications and means anything that involves your computer communicating with another. Your computer is referred to as a 'terminal' and, by connecting it to a modem and your telephone line, it can access other systems. Normally you would access a bulletin board or commercial host system.

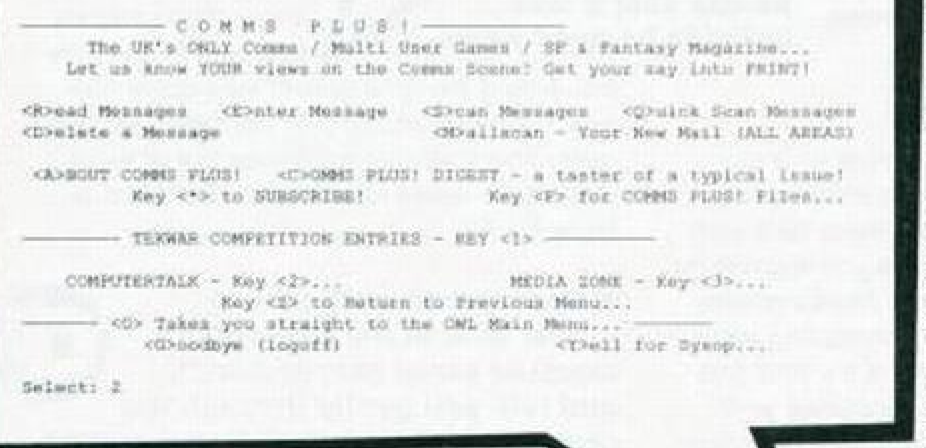
Bulletin boards and host systems are the terms used to describe any system where the computer 'waits' for an incoming call, connects with it and allows the remote terminal to access a information which you can download into your machine.

Modem means MODulator/ DEModulator and the machine simply turns the output from the C64 into something that the phone lines can carry. The 'V' numbers splashed around so freely by comms people are all to do with the transmission speed of data down the phone lines. V21, V22, V23, and V22bis are the most common modem speeds and represent the speeds at which the majority of host systems and bulletin boards in the UK work. Many bulletin boards operate at more than one speed.



```
─────────── O W L   M E N U ───────────
     O W L M A I L - The OWL's Local Common Room. Drop in for a chat!

<R>ead Owlmail    <E>nter Owlmail    <S>can Owlmail    <Q>uick Scan Owlmail
<D>elete a Message          <M>ailscan - Your New Mail (ALL AREAS)

        <A>BOUT THE OWL SERVICE        <N>ew Scratchings & Old Feathers

─────────── WHERE TO FROM HERE? ───────────
          ***  Key <F> for OWL SERVICE FILES MENU...  ***
 <1>  COMMS PLUS!  THE Comms Mag!       <2>  SHIFTING SANDS  Crucial SF & F

 <3>  COMPUTERTALK  Computer Chat.      <4>  MEDIA ZONE  Media & Arts Talk.

 <5>  PERSPECTIVES  Debate on Matters of Faith and Conviction...

   *** TEKWAR COMPETITION ENTRIES - Go to COMMS PLUS! MENU - KEY <1> ***

THE <B>ACKROOM... Sysop Mail / Stats / Change Setup / System Information...
─────────── <Z> Returns you to Previous Menu... ───────────
       <G>oodbye (logoff)                      <Y>ell for Sysop...

Select: 1
```

1.You've just logged onto the Owl Service, and here's the main menu. Let's have a look at 'Comms Plus!'



```
─────────── C O M M S   P L U S ! ───────────
     The UK's ONLY Comms / Multi User Games / SF & Fantasy Magazine...
    Let us know YOUR views on the Comms Scene! Get your say into PRINT!

<R>ead Messages   <E>nter Message   <S>can Messages   <Q>uick Scan Messages
<D>elete a Message                     <M>ailscan - Your New Mail (ALL AREAS)

 <A>BOUT COMMS PLUS!   <C>OMMS PLUS! DIGEST - a taster of a typical issue!
        Key <*> to SUBSCRIBE!              Key <F> for COMMS PLUS! Files...

─────────── TEKWAR COMPETITION ENTRIES - KEY <1> ───────────

    COMPUTERTALK - Key <2>...                   MEDIA ZONE - Key <3>...
                 Key <Z> to Return to Previous Menu...
─────── <O> Takes you straight to the OWL Main Menu... ───────
        <G>oodbye (logoff)                      <Y>ell for Sysop...

Select: 2
```

2. The comms menu. Well, we're here to speak to someone, so lets' go to 'Computertalk' and have a wander around...

There are other, faster modem speeds than 2,400 and nowadays a transmit/receive rate of 9,600 baud is feasible. However, equipment which operates at these speeds is beyond all but the rich and corporate. A typical 9,600 baud Hayes modem could cost about £1,200 but that isn't top of the range.

HEY HAYES!

The Hayes and extended Hayes 'sets' are series of commands (usually beginning with the letters AT) that send commands from your micro to the modem. They get their name from the Hayes modem company who originally wrote the sets. 'Is it Hayes compatible?' is the modem equivalent of saying does it conform to the industry standard. There are other standards but in the UK Hayes is the most popular.

One slight dampener is that like CP/M, MIDI, MS/DOS and all other 'standards' in the computer world, the Hayes set varies from manufacturer to manufacturer.

If you are going to use your computer on line a lot it makes sense to have the fastest modem that you can afford – this keeps phone times short and parents off your back!

Modems start at free(ish) for the one that is given away as an enticement to join an on-line service, to about £2000 for one that does everything except the dishes.

Modems come in two main forms. They can be manual, which means that you have to do the dialing and press a button when you hear the other system answer the phone. This effectively connects you to the host system. You set your manual modem for the highest speed that the system can operate at and after connection, you see the log on screen of the host that you have accessed.

The other sort are intelligent or automatic modems. These can do a variety of things but, in the main, they take over the dialling (and answering) and automatically put you on line. The more intelligent modems will allow you to leave your computer connected to the phone with a host program running.

Having unpacked your modem, you'll need to attach it to your computer. This is done via the serial port if it is a dedicated C64 modem or via one of the proprietary interfaces if it isn't.

With a working serial port and modem, all that's left is a piece of software to drive it all. For anyone reeling from the cost of a modem, software that doesn't break the bank is a welcome option. Non commercial, Public Domain and shareware Comms software is available for all the C64. The public domain ones are free and gratis and can generally be obtained from a PD library for the price of a disk and a small copying fee.

Shareware is slightly different. You can get it in a similar way to PD and try it out. But if you like it and carry on using it, you are expected to send a fee to the copyright holder (usually the chap who programmed it) and in return you get updates and documentation. It's possible to avoid paying for shareware but this is frowned upon as it dissuades programmers from making their work available. Prices are usually very reasonable and you'd have to be something of a skinflint not to cough up.

PD software and shareware libraries advertise frequently in the computer press and as many of them are run with enthusiasm as well as profit in mind, they are an invaluable source of information as well as software. Keep your eyes open.

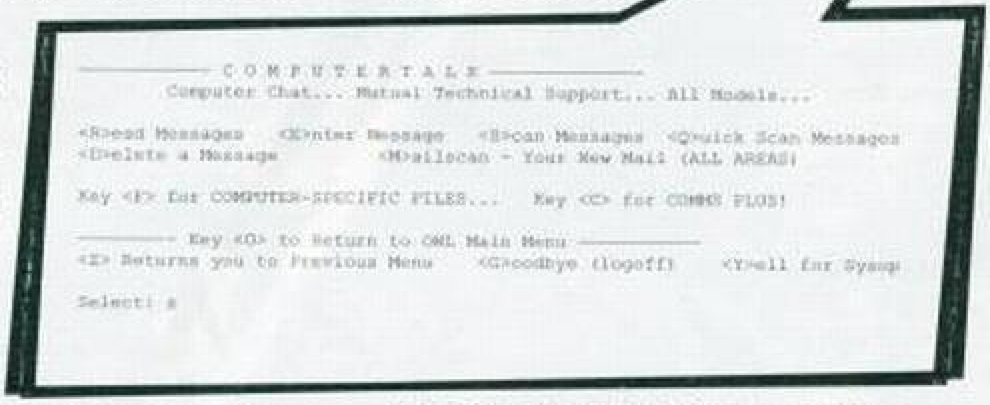
With your software installed, and your modem connected you are ready to dial up a bulletin board or on-line host system.

If you've been given numbers to ring, there's a good chance that you've been given protocols to follow for the services. Your software will have settings for different baud rates and data bits, stop bits and parity. A typical host system might be V21, V22, V23, V22bis, 8N1. This means that it will accept calls at 300/300, 1200/75, 1200/1200 and 2400/2400. The 8N1 on the end means that the data is sent, with eight data bits, no parity and one stop bit. The software that you use will allow you to set these. If you don't know the protocols of a system that you are trying to access, try 8N1 and 7even2 as these two account for over 90% of the systems.

Always pick the fastest available speed that your system can handle and check that your protocols are right.

Depending on which system you are trying to access when you connect, you should get one of two responses: if you access what is known as Viewdata, your screen will be formatted in coloured blocks and text very similar to the Teletext service. From on screen choices, different screens can be accessed and you can move from area to area by typing in numbers to change screens or following on screen prompts. The Viewdata format is normally accessed at 1200/75 although some Viewdata hosts now run at higher speeds.

The other sort of system is known as scrolling. Here the screen is set out in text, usually about 80 columns wide, although it can vary. It looks very like a document in a word processor, scrolling at your prompt rather than flicking from one screen to another.

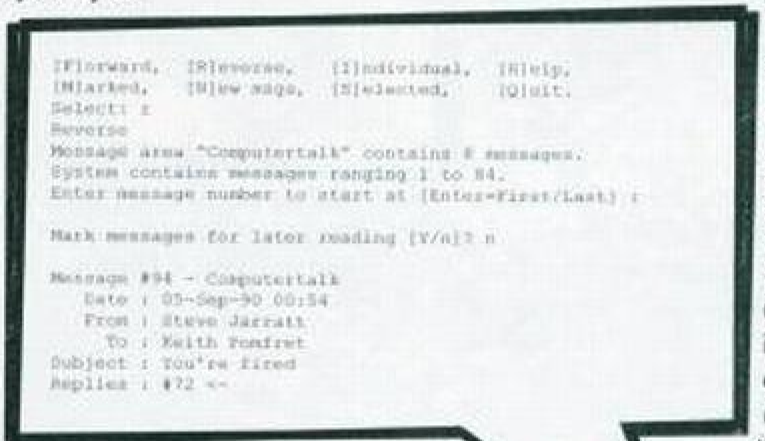


```
------------ C O M P U T E R T A L K ------------
      Computer Chat... Mutual Technical Support... All Models...

<R>ead Messages   <E>nter Message   <S>can Messages  <Q>uick Scan Messages
<D>elete a Message         <M>ailscan - Your New Mail (ALL AREAS)

Key <F> for COMPUTER-SPECIFIC FILES...   Key <C> for COMMS PLUS!

--------- Key <O> to Return to OWL Main Menu ----------
<X> Returns you to Previous Menu   <G>oodbye (logoff)   <Y>ell for Sysop

Select: s
```

3. There are probably some other comms people logged on, so let's 'Scan Mesages' to see if anyone' left us a note...

Remember that from here on, as soon as the host system answers, you're paying for the phone call as if you were talking. If you have a problem or can't seem to get connected even after a system has answered, you should know how to disconnect without pulling plugs or panic.

It's better and cheaper to scratch your head *off-line* while you try to work the problem out than to pull your hair out on line with Telecom's turbocharged meter dragging you by the scruff of the chequebook toward the County Courts! If in doubt, disconnect and always disconnect in a proper manner. Redialling is nowhere near as frustrating as a monolithic phone bill.



```
[F]orward,  [R]everse,   [I]ndividual,  [H]elp,
[M]arked,   [N]ew msgs,  [S]elected,    [Q]uit.
Select: r
Reverse
Message area "Computertalk" contains 8 messages.
System contains messages ranging 1 to 84.
Enter message number to start at [Enter=First/Last] :

Mark messages for later reading [Y/n]? n

Message #94 - Computertalk
   Date : 03-Sep-90 00:54
   From : Steve Jarratt
     To : Keith Pomfret
Subject : You're fired
Replies : #72 <-
```

4. And there you are. Oh. Well no-one said it was going to be good news...

FIRST TIMERS

Assuming that it's your first time on a system, you will have to register in some way. Some of the commercial systems take your details (and money)' and give you logging on details prior to going on line. Most systems allow you to join on line by prompting you for your name and a password. If it's your first time on, the system won't recognise your name and will prompt you through questions designed to help the sysop (system operator) validate you for access to the system. Answering these will also help you understand the way the system communicates.

Some kindly sysops will still let you get away with using 'handles' instead of real names but abuse of on-line systems is making this rarer. Does it really matter that a sewarage worker from Rawtenstall called Eric Blenkinsop prefers to be known as The Pipeflyer? probably not but I wouldn't go around with a guy who thought he was part of a toilet.

Most hosts allow you to type in a single letter abbreviation for the service that you require. It might be (C)all or (P)age the sysop if you wanted an on-line chat or (M)ail or (U)utilities or such like. Typing (?) at the main menu should give you some choices to follow. And follow they will. Now's the time to start saving for your new improved phone bill. You'll be getting a nasty shock when that arrives but at least you'll have some new found knowledge to show for it.

● Next month we'll take a closer look at the C64 and its unusual serial port and walk and talk you gently through the procedure of installation and getting on line. We'll also show you how you can save money by setting up your own host system and letting someone else pay the phone bill!

Modems and where to get 'em

● Pace Micro Technology do a range of intelligent modems from a V21/23 'Linnet' up to a 9600 super fast machine at about £1000. Pace are on 0274 532000

● Modem Marketing do a complete range of modems from the most basic to the most specified. Phone 0733 371388

● Amstrad do a couple of good value V21/22/23/22bis modems. Phone 0279 454555

● Miracom start at about £100 or so with an entry-level manual modem and they also have intelligent modems. Phone 0473 233888

● Digital Matrix do the Datatronics range with a V22bis model that can recognise voice data and plays music on the line while you change from data to voice! Phone 021-704 1399

● All of the modems above will need an interface to connect them and some will need software configured to take advantage of some of their whizzier features. If you don't like the idea of messing with interfaces, you could always use the Commodore unit.

Tech Talk

V21 V22 V23 V22bis are all modem speeds. Modem speeds are generally written down as the baud rate. Baud means bits per second.

The bigger the number, the faster the transmission and the quicker the receipt of data at your micro. (Faster equates with less time on the phone and therefore cheaper!)

V21 is 300 baud transmit and recieve (bits/second)
V22 is 1,200 baud transmit and recieve
V23 is 1,200 baud recieve 75 baud send (can be reversed)
V22bis is 2,400 transmit and recieve.

MAKE YOUR COMMODORE EARN!

Yes making money with your Commodore becomes incidental when you know how. Your micro is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort **NOW** by starting your own

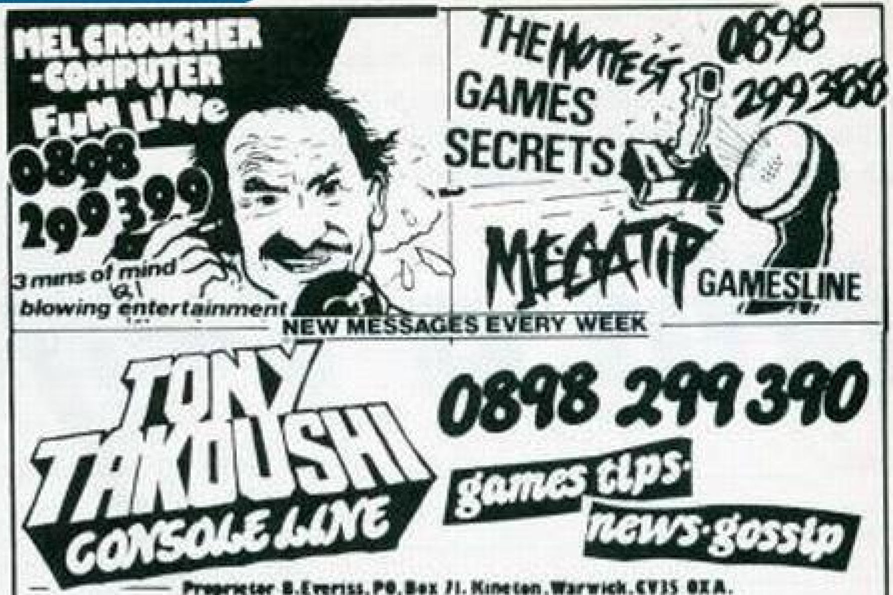
HOME BASED BUSINESS

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including YOU, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games. The benefits are many and varied. Full or part time. For FREE details send S.A.E. to:

HOME BASED BUSINESS

31, PILTON PLACE (CF 1)
KING AND QUEEN STREET,
WALWORTH, LONDON SE17 1DR



MEL CROUCHER -COMPUTER FuN LiNe
0898 299399
3 mins of mind blowing entertainment
THE HOTTEST GAMES SECRETS
0898 299388
MEGATIP GAMESLINE
NEW MESSAGES EVERY WEEK
TONY TAKOUSHI CONSOLE LINE
0898 299390
games tips
news·gossip

Proprietor B.Everiss, PO, Box 71. Kineton. Warwick. CV35 0XA.
Calls charged at 33p per min cheap rate and 44p per min at all other times
(Ask whoever pays phone bill)

C64 PROGRAMMERS REQUIRED

Experienced C64 hackers needed to crack protection and find cheats (ie. infinite lives).

Temporary and full time positions available. Earnings will be dependent on productivity (ie. games cracked per day) - average pay in the region of £200 - £300 per week. All accommodation, travel expenses and all equipment will be provided for you at no cost.

If you are interested please contact us for more details on 0926-814132, ask for David Darling.

CODEMASTERS SOFTWARE CO. LTD.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 cass £17.95 disk

Not a gimmicky plaything but a genuine statistical analysis of football form the sole objective of which is to improve the chances of winning on the pools or fixed odds. **Written by a pools expert the program has forecast over 50% more draws than would be expected by chance.** Homes, aways & draws are shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Separate AUSTRALIAN POOLS program included in the price.

POOLS PLANNER £14.95 cass £17.95 disk

The perm book on a computer. Gives details of and checks 369 easy to enter block perms ranging from 9 to 73960 lines and from 12 to 56 selections.

RACING BOXFORM & HANDICAP WINNER £14.95 cass £17.95 disk

Two programs for the price of one. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. **HANDICAP WINNER** shows the value for money bets. Over 1000 winners every year and ON DERBY DAY 1990 THE PROGRAM GAVE THE WINNERS OF 7 OUT OF 9 HANDICAPS. 20/1 10/1 7/1 11/2 4/1 4/1 6/4. **PROBABLY THE BEST DAY'S RESULTS EVER ACHIEVED, WITH OR WITHOUT A COMPUTER.**

SPECIAL OFFERS: Any 2 of the above £24.95 or £34.90 for all 3 (+£5 for discs in either case). Both offers include **FREE** program to work out almost any bet. So good it's used by bookies.

Why pay inflated prices? **BOXoft CLEVER get the BEST**

Advertised for five years in the sporting and computer press

BOXOFT (C/F), 65 Allans Meadow
Neston, South Wirral. L64 9SQ
Cheque/P.O./Access/Visa TEL: 051 - 336 - 2668 (24 hrs)

Access VISA

SANTA DOES NOT STOCK THE AMIGA A500 ... ... BUT WE DO !

AMIGA A500 BATMAN PACK *or* **FLIGHT OF FANTASY PACK**

- ★ **Commodore Amiga A500 computer**
- ★ **Television modulator + mouse**
- ★ **DELUXE PAINT 2 graphics software**
- ★ **BATMAN, NEW ZEALAND STORY + F18 INTERCEPTOR**

or with Flight OF Fantasy pack :

- ★ **ROBOT MONSTERS, RAINBOW ISLAND + F29**
- ★ **and full instructions**

ALL THIS FOR ONLY

£ 365.00

inc vat and 3 day courier delivery

A500 BASE PACK

- ★ **Commodore Amiga A500 computer**
- ★ **Modulator, Mouse + instructions**

ALL THIS FOR ONLY

£ 339.00

inc vat and 3 day courier delivery

FOR THE LATEST IN AMIGA A500 SUPER DEALS CALL BEST PRICES TODAY FOR MORE INFORMATION !

AMIGA ACCESSORIES

512K Ram Upgrade with clock	£ 47.50
A590 20Mb Hard Disk Drive	£ 379.95
Philips 8833 Stereo colour monitor	£ 259.95
Cumana External Amiga Drive	£ 75.00
Roctec External Amiga Drive	£ 73.00
Vidi Amiga Video Digitiser	£ 99.99
Deluxe Paint Version 3	£ 59.95
Photon Paint Version 1	£ 9.95
Photon Paint Version 2	£ 39.95
F-29 Retaliator by Ocean	£ 17.95

BEST PRICES

(DEPT CF), UNIT A, GRAFTON PLACE,
WORTHING, WEST SUSSEX. BN11 1QX

(0903) 700714

YOU CAN PLACE YOUR ORDER 24 HOURS A DAY

Access VISA

All prices / specifications / special offers are subject to change without notice. MAIL ORDER ONLY

ALL PRICES INCLUDE UK DELIVERY UNLESS STATED

ADD £5.00 INC VAT FOR NEXT WORKING DAY DELIVERY, ADD £25.00 INC VAT FOR SATURDAY DELIVERY

ADD £12.50 FOR AM WEEKDAY DELIVERY, ADD £20.00 FOR 72HR COURIER DELIVERY TO N.IRELAND

We want you to help us make *CF* better. We want to know all about you and what you think of the mag. To make things as easy as possible, here's a questionnaire we prepared earlier. Fill it in, and send it off to *Commodore Format* Questions, 30 Monmouth Street, Bath, Avon BA1 2BW. Ten random entries will get a free *CF* T-shirt! Oh, and thanks!

Commodore
FORMAT

Win a T-shirt!

NAME ______________________

____

ADDRESS ______________________

____

____

____

____

____

1. HOW OLD ARE YOU?

UNDER 10 ☐
10-13 ☐
14-16 ☐
17-20 ☐
21-25 ☐
OVER 25 ☐

2. WHICH COMMODORE MACHINE(S) DO YOU OWN?

64 ☐
128 ☐
CONSOLE ☐

3. WHAT HARDWARE DO YOU (A) OWN OR (B) INTEND TO BUY DURING THE NEXT 12 MONTHS?

	(A)	(B)
DISK DRIVE	☐	☐
JOYSTICK	☐	☐
MONITOR	☐	☐
PRINTER	☐	☐
MODEM	☐	☐
AMIGA	☐	☐
ATARI ST	☐	☐

4. WHAT SOFTWARE DO YOU (A) OWN OR (B) INTEND TO BUY DURING THE NEXT 12 MONTHS?

	(A)	(B)
GAMES	☐	☐
ART	☐	☐
WORD PROCESSOR	☐	☐
MUSIC	☐	☐
ACCOUNTS	☐	☐
ADVENTURE	☐	☐
DATABASE	☐	☐
PROGRAMMING LANGUAGE	☐	☐
COMMS	☐	☐

5. WHAT DO USE YOUR 64 FOR? GIVE A PERCENTAGE RATING.

GAMES %
ART %
MUSIC %
PROGRAMMING %

6. ON AVERAGE, HOW MUCH DO YOU SPEND ON SOFTWARE EACH MONTH?

UNDER £10 ☐
£11-£20 ☐
£21-£30 ☐
£31-£40 ☐
£41-£50 ☐
OVER £5 ☐

7. BREAK DOWN YOUR SPENDING FOR THE LAST 12 MONTHS.

HARDWARE £
GAMES SOFTWARE £
CREATIVE SOFTWARE £
SERIOUS SOFTWARE £

8. ESTIMATE YOUR SPENDING FOR THE NEXT 12 MONTHS.

HARDWARE £
GAMES SOFTWARE £
CREATIVE SOFTWARE £
SERIOUS SOFTWARE £

9. HOW MANY ORIGINAL GAMES DO YOU OWN?

____

10. HOW MANY GAMES WILL YOU BUY IN THE NEXT 12 MONTHS?

1-5 ☐
6-10 ☐
11-20 ☐
21-30 ☐
31-50 ☐
50+ ☐

11. NAME THE PIECE OF SOFTWARE WHICH YOU USE THE MOST. NAME ONE ONLY, PLEASE

____

12. RATE THE COMPUTER MAGAZINES YOU READ.

COMMODORE FORMAT /10
ZZAP!64/AMIGA /10
C+VG /10
YOUR COMMODORE /10
CCI /10
COMMODORE DISK USER /10
NEW COMPUTER EXPRESS /10

13. WHICH OTHER NON-COMPUTER MAGAZINES DO YOU READ? PLEASE TICK ONE.

SMASH HITS ☐
SHOOT ☐
VIZ ☐
2000 AD ☐
EAGLE ☐
OTHERS.. ☐

14. RATE YOUR INTEREST IN OUR REGULAR SECTIONS.

NEWS /10
POWERTEST /10
THE MIGHTY BRAIN /10
INSIDE INFORMATION /10
FEATURES /10
PREVIEWS /10
PD /10
COMMS /10
ADVERTS /10
COMPETITIONS /10
THE GAUNTLET /10
GAME BUSTERS /10
COVER TAPE /10

15. WHICH SECTION DO YOU WANT TO GET RID OF?

____

16. WHICH IS YOUR FAVOURITE AD IN THIS ISSUE?

____

17. WHO IS YOUR FAVE SOFTWARE COMPANY?

____

18. WHICH GAME REVIEWED IN THIS ISSUE DO YOU INTEND BUYING?

____

19. ARE YOU A SUBSCRIBER?

YES ☐
NO ☐
INTEND TO ☐

20. HOW MANY COPIES OF COMMODORE FORMAT DO YOU INTEND TO BUY OVER THE NEXT 12 MONTHS?

____

21. HOW MANY OTHER PEOPLE WILL SEE YOUR COPY OF COMMODORE FORMAT?

____

22. FOR HOW LONG HAVE YOU HAD YOUR COMPUTER OR CONSOLE?

LESS THAN 6 MONTHSN
6 MONTHS-1 YR ☐
1 YR-2 YRS ☐
3 YRS-4 YRS ☐
MORE THAN 4 YRS ☐

23. DO YOU GET SOFTWARE FROM PUBLIC DOMAIN LIBRARIES?

OFTEN ☐
OCCASIONALLY ☐
ONCE ONLY ☐
NEVER ☐

24. WHAT'S YOUR FAVOURITE FILM OR VIDEO?

____

25. WHAT'S YOUR FAVOURTIE BAND?

____

26. BRIEFLY TELL US WHAT ELSE WE CAN DO TO IMPROVE THE MAGAZINE.

____

____

____

____

____

____

____

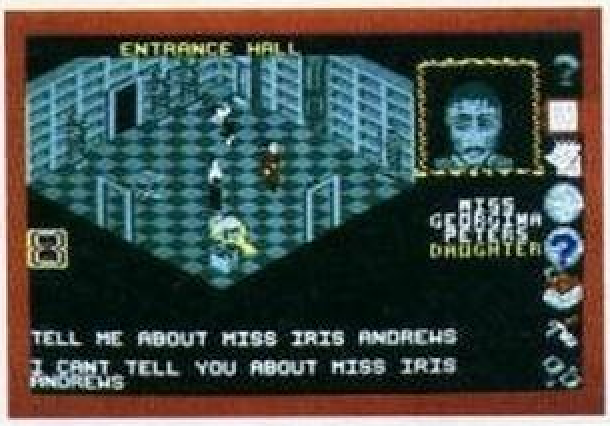
____

____

Murder!

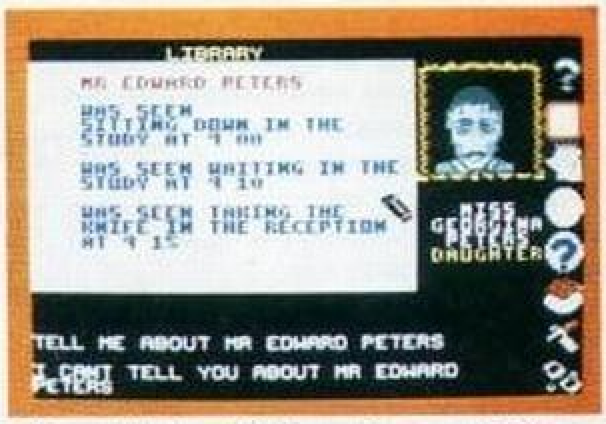
A murder has been committed at Grantley Manor. It's your task as a famous sleuth to solve the crime within two hours, before the boys in blue arrive to do it for you. So, magnifying glass in hand you trot off to explore the building in an attempt to fathom who committed the foul deed and which weapon they used.

The manor is positively teeming with guests, relatives and staff, any one of which could be the killer, so it's down to you to ask any suspect you encounter pertinent questions. This is done by means of a clever menu system: place the magnifying glass over your suspect and press fire. When their picture appears in the frame to the right of the screen press on the question icon to access the interrogation menu. You can question anyone about anyone else and even find out if the deceased or the suspect has been 'involved' with someone they shouldn't (nudge, nudge, wink, wink, say no more).



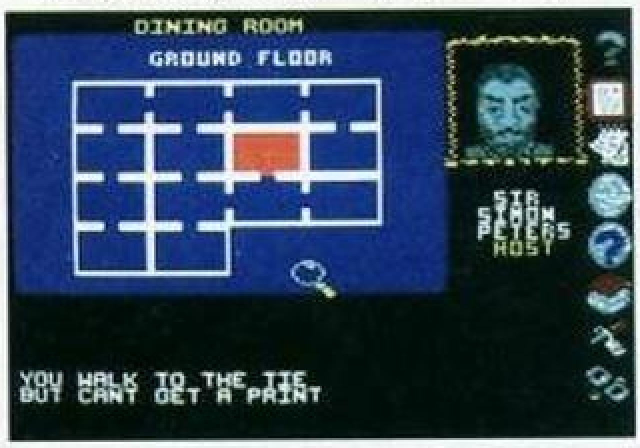
```
TELL ME ABOUT MISS IRIS ANDREWS
I CANT TELL YOU ABOUT MISS IRIS
ANDREWS
```

The daughter of the deceased looking suitably distressed. She's not got a lot to say either. Honestly, you try to help people...



```
MR EDWARD PETERS

WAS SEEN
SITTING DOWN IN THE
STUDY AT 9 00

WAS SEEN WAITING IN THE
STUDY AT 9 10

WAS SEEN TAKING THE
KNIFE IN THE RECEPTION
AT 9 15

TELL ME ABOUT MR EDWARD PETERS
I CANT TELL YOU ABOUT MR EDWARD
PETERS
```

Edward Peters falls under suspicion. All these facts will have to be investigated but are you on the trail or just falling for red herrings?



```
YOU WALK TO THE TIE
BUT CANT GET A PRINT
```

The layout of the house is one of the few things in Murder which doesn't change each time you play (phew)

Once you've probed the suspects (nyuk, nyuk) for information, click on the notepad icon and all the beans they've spilled are automatically jotted down so that you can refer to them without having to question people a second time.

Examining weapons for fingerprints can help to bang the killer to rights. However, the murderer often wipes his or her prints from the relevant object. At this point make like Perry Mason and 'tail' your suspect (that's detective talk for follow, folks) until an item is dropped. The prints on this can be compared with those on the murder weapon.

Finally, select your choice of murder weapon, find the culprit and slap on the cuffs. If you got it right, a newspaper page describes you as the best thing since film-length episodes of Columbo, complete with pictures of yourself and the apprehended murderer. If your guess was incorrect, a somewhat different headline is printed placing your detective abilities somewhere just below those of Inspector Clouseau. The graphics in *Murder* convey the atmosphere of a classic whodunnit, with their period, monochrome scenics. However, movement almost grinds to a halt when too many items and characters occupy the same room, which can grow slightly annoying when the game is afoot.

Make like Perry Mason

Sound is minimal but used to great effect: hushed whispers, dripping taps and owl hoots all bolster the eerie ambience. A lot of thought must have gone into them and all credit to the programmers for that.

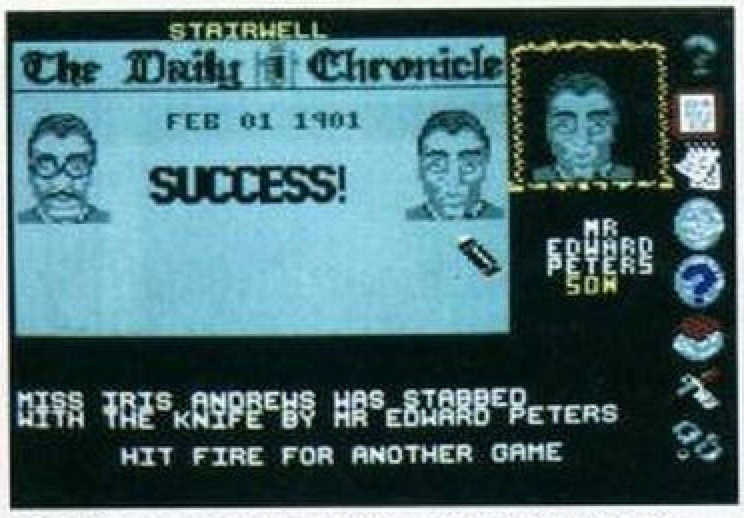
An excellent feature which must be mentioned is the one that allows you to change the date at the start of the game which in turn alters the details of the crime committed. There's a different crime for every single day of the year – and there are lots of years! In all, there are over three million different murders to solve, each more difficult than the last.

After the first dozen crimes, the gameplay may become too repetitive for all but the most ardent sleuths. The fact that many of the suspects look exactly the same also makes it difficult to locate one particular person. It would have been worth losing something else to rectify that.

Gripes aside, what we have here is a thoroughly enjoyable game which will delight would-be detectives and probably the majority of other games players besides.

ANDY

Game	**Murder**
Maker	**US Gold**
Cassette	**Not available**
Disk	**£17.99**
Cartridge	**Not avaiiable**



```
MISS IRIS ANDREWS HAS STABBED
WITH THE KNIFE BY MR EDWARD PETERS
HIT FIRE FOR ANOTHER GAME
```

Got him banged to rights, caught the villain red handed, etc. "It's a fair cop, guv, but society's to blame."

POWER RATING

- Rigid gameplay grows repetitive all too quickly
- Busy screens make the game frustratingly slow

100

82%

0

- Graphics are deliciously appropriate
- A murder for every day of the year is a staggering prospect!
- Computer controlled suspects are wonderfully intelligent
- Comprehensive menus allows you to say or do anything to suspects and weapons
- Notepad of suspects' statements is dead useful
- Locations are nicely varied so you won't get hoplessly lost
- Joystick control is fast enough to make the game comfortable
- Clever use of spot effects aids the atmospheric cause
- Inter-suspect relationships add immense realism

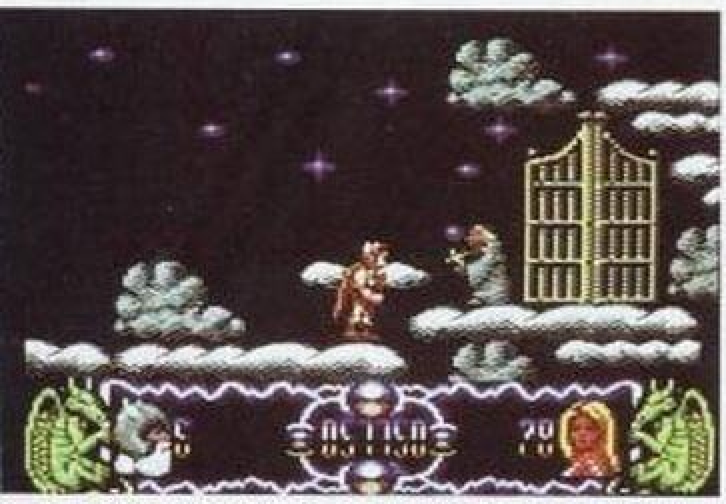
Deliverance

Stormlord strikes back, facing the fairies' foul foes with fearless fortitude

Someone wants to give the Devil a good talking to. A cluster of fairies were minding their own business – creating rainbows in dew-drops, putting sixpences under the pillows of toothless children and singing songs to cheer up frogs who used to be princes – when along came the Lord of the Flies' minions and whipped them all off to Hell.

What the Evil One intends to do with them, no one knows. Pump them full of air to make fairy bubbles? Plug them into the mains to make fairy lights? Put them in a blender and make fairy liquid?

Lesser mortals have tried to save the sprites before now only to come to a miserable end, their weapons left behind as testament to their failure. Stormlord is a different kind of hero. He might not be able to walk on water or feed the five thousand, but he isn't afraid to harrow Hell and save little cutey fairy souls; and when pushed, he's guaranteed to resurrect himself eight times more than your standard issue biblical escape artist.



Well looky here, it's a man of the cloth who heralds the end of your quest. Just approach the old poop and watch the fairies flutter off

As you'd expect from a hard guy in a one-piece goatskin number with matching boots, the task is by no means easy. Hell and its surrounding realms are split into six levels, each one different and more terrible than the last. Now comes the important bit: just about everything that moves is out to kill you, and can do so on contact.

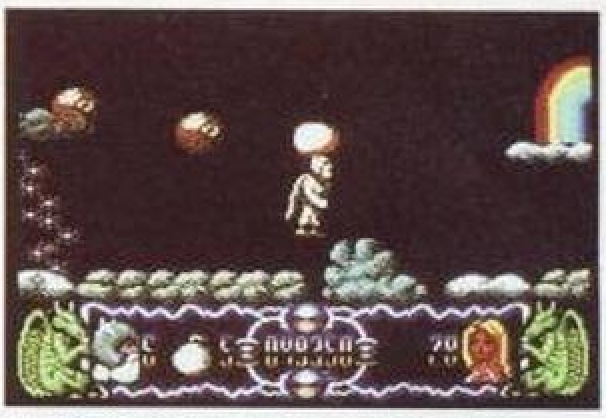
The action starts tough and just gets tougher – so if you like games that consist of five minutes' exploration with just a dash of monsters, this won't be for you. From the beginning you have to kill a mad bird, avoid killer bubbles and laugh in the face of acid drops. Then comes the real test: a pool of fire. Stormlord has a unique bonus jumping ability: he can jump in the air continuously up to a maximum of three times. It's a fiddly process that requires some practice, but it's essential you master it if you're going to progress to the next stage.

Deliverance aces are rewarded with bonus levels in which they can gain extra lives. Fairies appear on screen for you to catch them – they drop gold coins as a result. Collect two gold coins and you have an extra life. Simple isn't it? Not quite: your jumping abilities are then cut short, and instead you have to plant hearts like a ladder (with your fire button), climb up them and reach the fairies that way. Hearts disappear very quickly, so some swifty frisco hopping is called for.

Deliverance has enough challenge to appeal to most games players, but it's too limited in scope and originality to have you screaming for yet another sequel.

There are neat touches which make it worth playing in its own right: for example, when you confront the dragon dropping eggs, you have to prevent the eggs splitting open – if you do, the dragon hauls you aloft and helps you in mobility and firepower. It's typical of the game's nice touches which make it an enjoyable platform-based shoot 'em up, rather than just an average one. Be warned, though: if you've got a short fuse, your 64 could end up in the street with a boot mark on it.

GORDON



Don't mention egg-heads or you'll get a boot sarnie. Nut the eggs and a flying beast appears for you to ride

Game	**Deliverance**
Maker	**Hewson**
Cassette	**£10.99**
Disk	**£14.99**
Cartridge	**Not avaliable**

POWER RATING

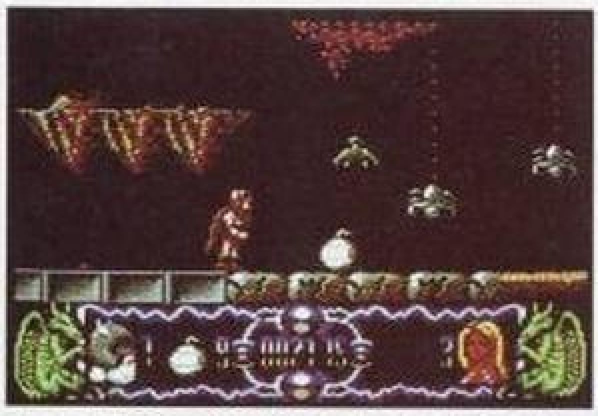
- Frustratingly difficult from start to finish
- Not radically different from its predecessor
- Jumping can be very awkward
- Average Sprite graphics

100

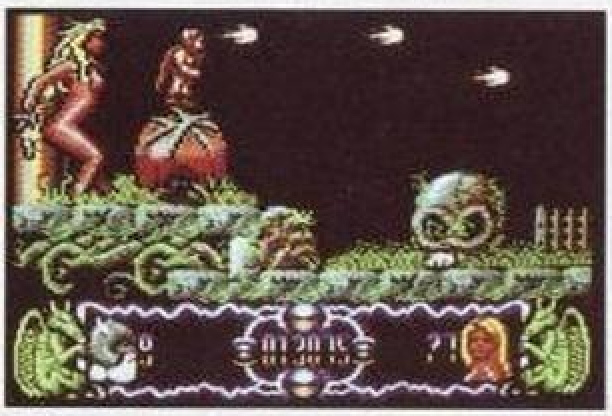
74%

0

- Unusual array of opponents from eggs with legs to killer snowflakes!
- Handy password system
- Plenty of lastability – if you've got the patience
- Stormlord is resurrected where he died – no need to go back to the start of the level
- Decent soundtracks on every load
- Good range of weapons
- Choice of music or sound effects during game
- A surprise on every screen!



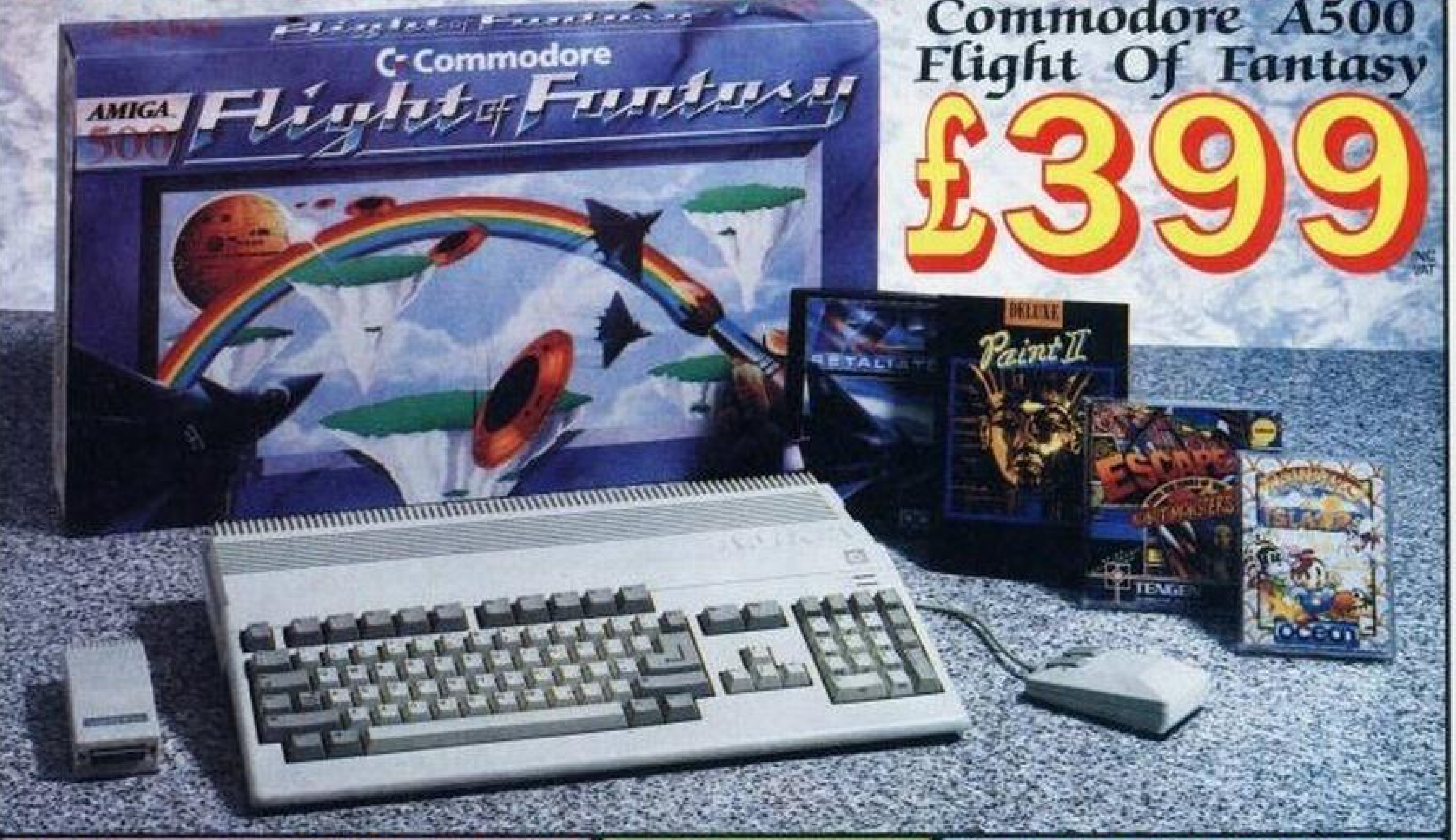
Oh look a football with hair. Actually it's a bomb, but it won't hurt you, collect it and watch the enemy quake



Ah I see, you'll go out with me if I traverse this strange and wicked land and free your fairy friends. A doddle

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK



Commodore A500 Flight Of Fantasy

£399 INC VAT

A500 BATMAN PACK

Commodore AMIGA 500
BATMAN PACK

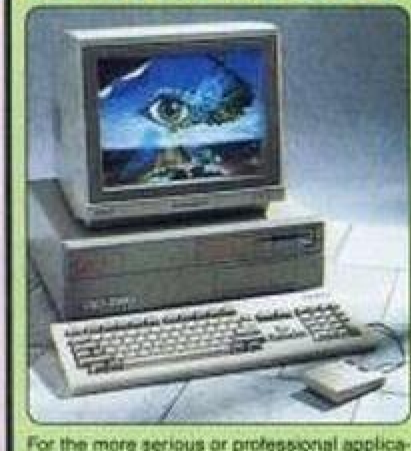
The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: '**Batman The Movie**' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
TOTAL RRP:	£549.78
Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295
+VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers ... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95
TOTAL RRP:	£544.82
Less Pack Saving:	£145.82
PACK PRICE:	**£399.00**

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP

THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

- *FREE OVERNIGHT COURIER DELIVERY:* On all hardware orders shipped in the UK.
- *TECHNICAL SUPPORT HELPLINE:* Team of Amiga technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 12 YEARS:* Proven track record in professional computer sales.
- *£13M TURNOVER (with 60 staff):* Solid and reliable with maintained growth.
- *BUSINESS/EDUCATION/GOVERNMENT:* Volume discounts available for large orders.
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your Amiga requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers and software/peripheral details.
- *PAYMENT:* By cash, cheque and all major credit cards.
- *CREDIT PAYMENT TERMS:* Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR
FREE BROCHURES ▶

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-308 0888**
Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Shop, Dept CM FOR 10.90-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

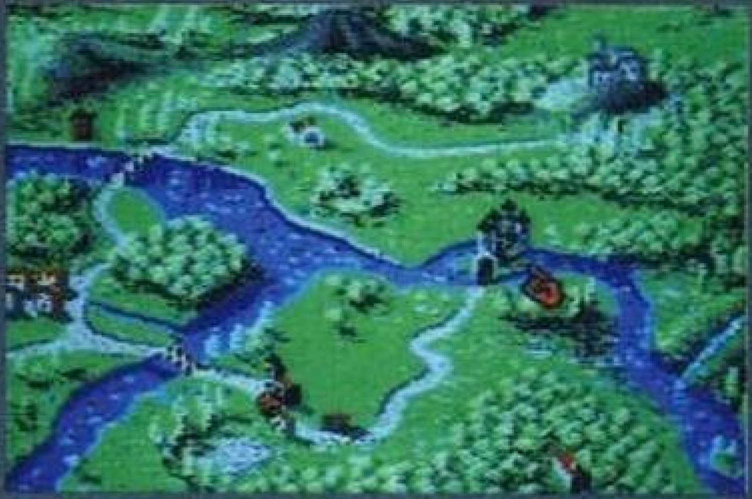
Postcode: .... Tel: ....

Which computer(s), if any, do you own? .... A2000 ☐

E&OE - Advertised prices and specifica

Iron Lord

In a classic tale of 'hero attempting to win back his kingdom from loony bad guy', Iron Lord plunges you into a medieval land of knights, castles and swordplay as you try to restore the Green Country's rightful heir to the throne...



Iron Lord land – that Green Country in full...

Many moons ago (a few hundred at least), King Tibor was murdered by his brother, Zolphar, who returned to the land after many years in exile, accompanied by a well-hard army of demons and devils. However, Tibor's son (he isn't named in the instructions, so we'll call him... er... Bob) was whisked away while all this nastiness was going on and has been in hiding ever since. And now, as rightful heir to the throne, he wants it back.

Unfortunately, Bob isn't terribly well equipped to do over Zolphar's Army of Chaos. His total armoury consists of – a dagger. So the first part of the mission follows Bob's efforts to rally the people of his land into an army worthy of the task.

The Green Country – or at least its interesting bits – is represented by a large map on screen, showing the seven main ports of call. Bob rides between these locations on horseback, accompanied by some very smart animation indeed. The whole game is controlled by a pointer and menus, so all you have to do is click on Bob's destination and off he trots.

Upon arrival, one of the many dead smart pictures appears showing the scene in detail with a narrow scrolling map beneath. This bit allows you to wander around and explore any of the buildings in the area. Whenever Bob walks smack into some masonry, a jab of the fire button either brings up a message hinting at the right direction to move, or allows him inside to nose around.

Specific buildings, like inns, shops and churches, are home to characters who Bob can natter with, give things to, or from whom he can buy items which appear as though they might become vaguely useful later on.

Other activities into which Bob can enter in an effort to increase his social standing among the peasants include a quick bout of arm wrestling increases Bob's muscles; a swift game of craps (dice!) with the Captain can increase his gold count; winning the occasional sword fight against rampaging knights increases his bravery; and making off with the annual archery tournament does all three plus gaining him the respect of the local populace.

All these sections are extremely well portrayed, with more stunning graphics, some very impressive animation, and the accompaniment of some bang-on effects plus ripping medieval tunes.

So by doing favours for people, improving his status (not to mention his bank balance) and trying not to get killed, Bob

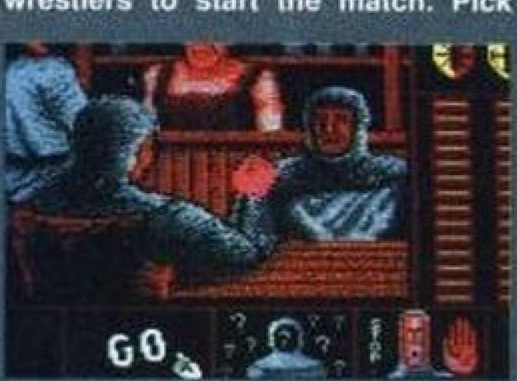
Game	**Iron Lord**
Maker	**Ubi Soft**
cassette	**TBA**
disk	**£14.99**
cartridge	**Not avaliable**

Ye Olde Worlde Inn

Arm Wrestling

Dead easy this one. On entering the inn, you simply click on the arm-wrestlers to start the match. Pick someone to play, click on 'GO' and then waggle the joystick left to right as fast as you possibly can.

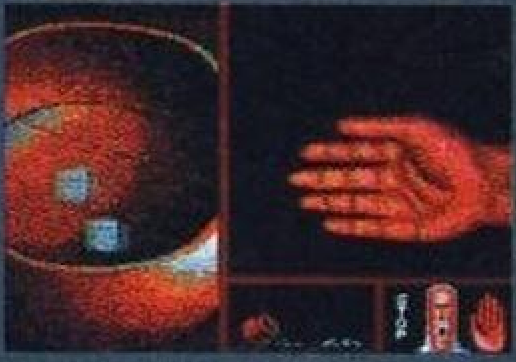
We managed to win all the bouts first time, you should have no problems at all!



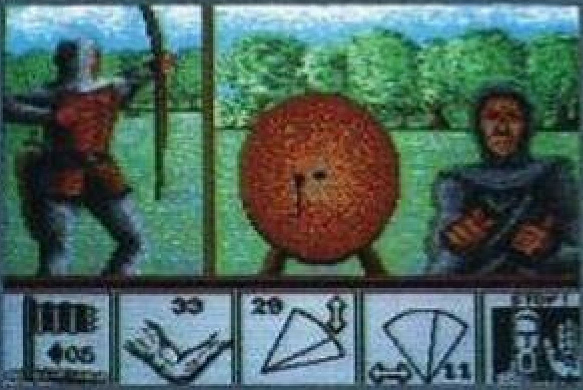
Dice Throwing

Here's a chance to earn yo'sel some dosh. Challenge the Captain of the guard to a quick game of dice and hope you don't lose.

Basically, the first one to throw a seven with two dice, wins the kitty (a cat full of money, I think...). Again, this is represented very nicely well with a moving hand as you shake the dice, and realistic(ish) tumblin' dice as you roll.



Ye Archery



In the village of Chatenay Malabry (sounds a bit French to me...) Bob can try and win the annual archery tournament. To make off with the trophy, you have to score more than the allotted amount in each of the three stages. Mind you, you do have to complete all three stages in one go, or else it's back to the start again. Yuk.

Targets appear at different distances and you have four shots in which to home in on the boss (technical, huh?) and then get as near to the centre as you can. The nearer the middle, the higher your score (100 being the ultimate, total, absolute maximum you can ever score (with one arrow, anyway).

Aim by adjusting the direction, elevation and strength using the icon thingies underneath, and then hoping very hard.

eventually draws together a rag-tag army of peasants, knights, and rebels and can withdraw to his castle to plan the attack on the dreaded Army of Chaos. (Army? Bob... what's going on?)

TO WAR!

And this is where stage two of the mission kicks off. Having gathered as many men together as possible (at least one regiment) Bob and his troops can go to war. (War? Nobody mentioned anything about a war. Er... Bob?)

The screen changes to an overhead view of the battleground as the two massed forces face off against one another: goodies to the south, baddies oop t'north.

This strategy combat section alternates between two stages – movement and battle – and is a much simplified chess-type wargame. Before allocating movement points or allowing your troops to charge headlong into the enemy (the normal method of attack), it's best to check the strength and morale of the individual regiments to find out the stronger units. And *then* rush headlong into the enemy.

Two regiments may do battle only when they are adjacent to each other. It's simply a question of making sure your men outnumber the opposition – like having two of your units attacking one enemy unit.

Finally, once the Army of Chaos has been duffed up, lucky old Bob gets to confront uncle Zolphar's evil forces in the heart of his labyrinthine lair. This section is represented by a *Gauntlet*-style overhead-running-around-the-maze game. Bob has to make his way through the six levels of the maze, collecting keys to allow access to later sections and picking up swords to help him in the arcade battles between levels.

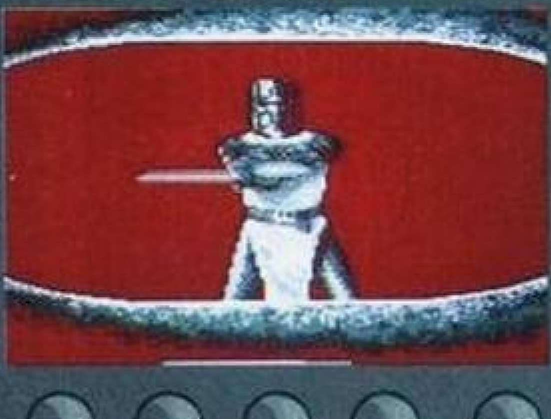
Here, bob is accosted by Zolphar's monster beings, who are terribly aggressive and do nasty things like chucking acid. As long as he can survive this onslaught and reach the end of the labyrinth before his energy runs out, Bob could quite well live to recapture his throne and live happily ever after.

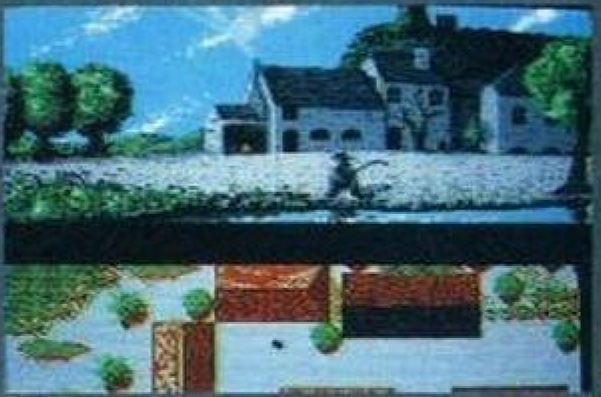
STEVIE J

Ye Sword Fighting

Not really a contest as such, more the opportunity not to get killed stone dead. Occasionally some mad knight tries to do you over for no adequately explained reason. You can turn the other cheek – and get it hacked off – or you can accept the challenge and take up arms against your armour-plated opposition.

You view the scene through Bob's visor, and this bit is actually very well presented. There's some major animation of the enemy swinging his sword, and your sword appearing to parry the move. It's all joystick-controlled and very entertaining too. Until you die.



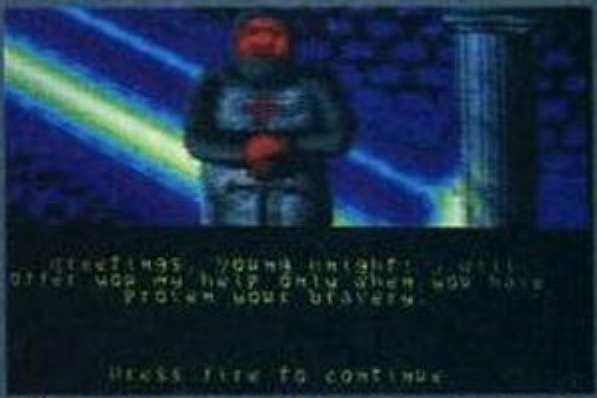


The village of... er... thingummy. The mappy bit underneath scrolls around as Bob goes walkabout. Neat, huh?

Tape or disk?

We reviewed *Iron Lord* on disk, although it's possible that a tape version will be available. However, be warned – any tape versions would have to be serious multiloads or cut-down versions of the game we played.

Also, the disk version suffered from a naff save/load system which frequently crashed. BE WARNED!



Greetings, young knight! I will
offer you my help only when you have
proven your bravery.

Press fire to continue

This old codger offers to help but to be honest he looks a bit past it. P'raps he's got a large gun...

POWER RATING

- Fragile DOS results in crashes when loading and saving
- You really need to win the archery tournament to succeed – but it's pretty damn tough!

100

82%

0

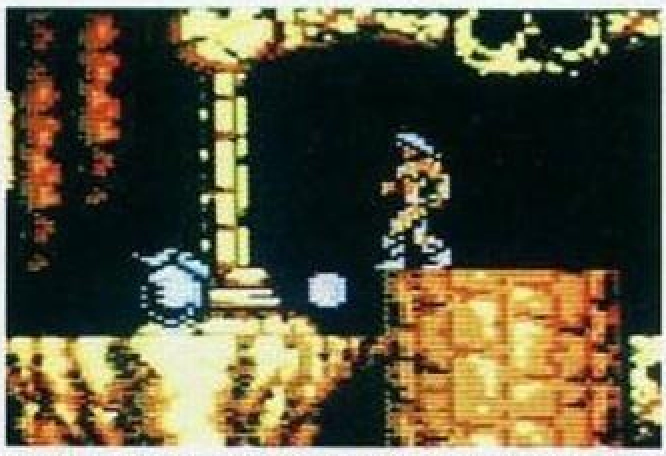
- The graphics are absolutely brill. Loads of smart scenics, and some very effective animation
- The sonics (courtesy of the Maniacs of Noise) are very sharp indeed. Swords clangs, footsteps and medieval tunes maintain the atmosphere
- Interesting and varied three-stage game should keep you plugging away for ages
- Simple pointer/menu system is fast and comfortable to use
- Nicely written manual gets you in the right meddy-evil mood
- Contains the best archery simulator there is
- Playable sub-games keep the yawn level low

Satan

With an innocuous (look it up) name like Satan, this game isn't going to get noticed, is it? Well it oughta. The Evil One's minions have got a bad attitude towards axe-wielding wizards. And guess who's an axe-wielding wizard?

Abyssmal, geddit? *Satan* is a two part fantasy bash beginning with a straightforward session of cavern level leaping, monster bashing and point collecting. Once completed, a password is provided to allow you to enter the second, more strategy orientated game. This involves climbing up or leaping off ridges, bashing monsters and collecting points. Doesn't sound that different, does it? Let me explain.

In the first section, you play the part of a warrior who must drive Satan 'back to the entrails of Hell'. Sounds disgusting. What's more, this horrendous task is not altogether easy. To prevent you achieving your aim, Old Nick has imposed the combined hassles of a time limit and a small but formidable group of nasties. The Kelpie wield axes and prowl the cavernous levels waiting for foolhardy warriors such as yourself to sharpen their blades on. The Nairb fly around the upper cavern and breathe fire, saving their attack until you're clinging to one of the stone columns which you must climb throughout this part of the game. Finally, the tiny Glaistig scuttle after you and generally get in the way. However, they reproduce when shot at (!).

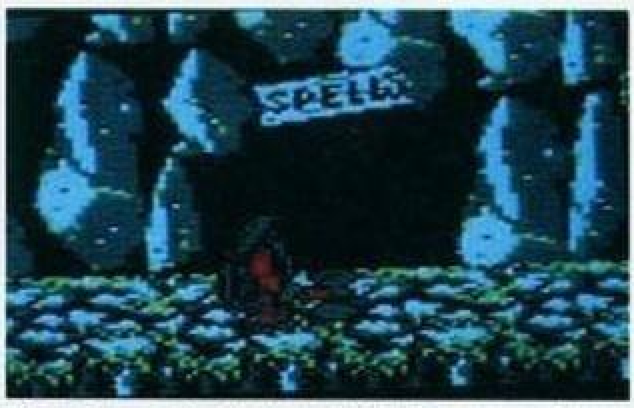


Look, can't we come to some out of court settlement? Hmmn, I'll take that as a no. As a rule the opposition are not prone to bandying words with the righteous warrior

In order to achieve your ultimate aim you need to learn the art of magic. This means that your level one quest is to collect three papyrus scrolls which, when brought together, make you a wizard (and reward you with the password which opens up level two). These are, however, guarded by Tam Lin, a long necked beast consisting of no more than dry bones and a beating heart. Despite this physical deficiency the monster can still 'mix it' with the best of them and proved it by beating me senseless again and again.

But the odds are not entirely against you. Several helpful features await discovery. Doorways in the cavern walls lead off to sub sections containing 'power-ups' which increase your fire power threefold. Also available are potions which restore your strength, lightning flashes which clear the screen of opponents (yes the smart bomb has been around since the age of magic), extra lives and hourglasses for extra time.

The monsters can still mix it



Ye olde spell shoppe. Pull down on the joystick to enter. This should be your first stop as you'll get nowhere without the enhanced axe spell

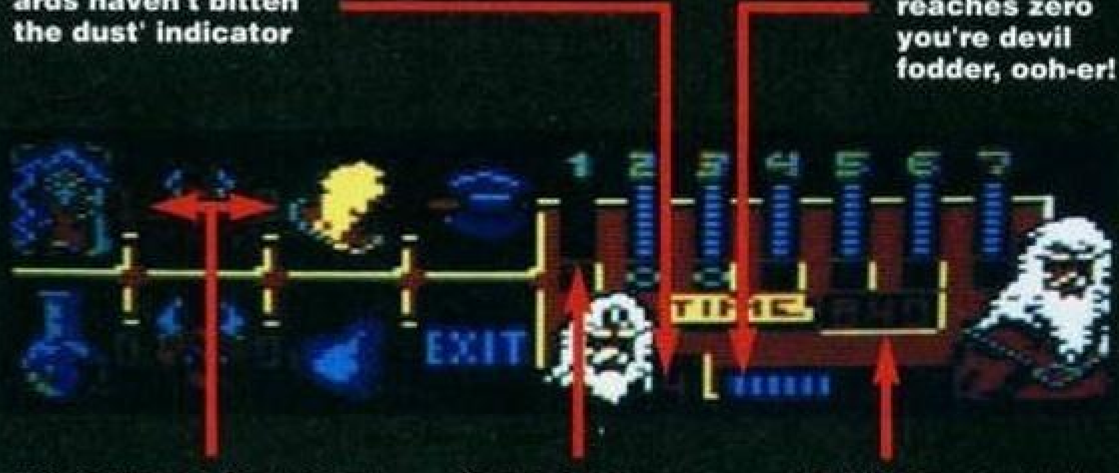
On completion of part one you are given a code number which allows you to enter part two. The platforms and ladders remain but the setting this time is out of doors, and the action is far more furious than in part one. You have now become a wizard – in fact, you've become an axe wielding wizard (smart move) – and must save your fellow wizards from death at the hands of Satan. It's still a race against the clock in that you must kill Satan and his minions before all the other wizards have been executed.

In the baddies department, Satan has saved the best until last. Initially there is only Satan himself to destroy. Once this is done however, he splits into two more opponents which in turn each split into two, making a total of seven devilish denizens. Each of your adversaries gets progressively smaller yet tougher to beat. The enemy sprites look good and conjure up an atmosphere of all things demonic.

You can buy yourself some help from a shop situated near the start of the level which stocks a variety of magical items. Scanners help locate the enemy, potions restore lost energy (these are vital to your success), shields and increased weapon capability are also up for grabs. Although small in comparison to part one, this section is good fun to play and provides a bit more variety in both graphics and gameplay, which can't be a Bad Thing.

Infernal Icons

The panel on level one is fairly straightforward so here's an explanation of the one on level two for the detail-thirsty among you.



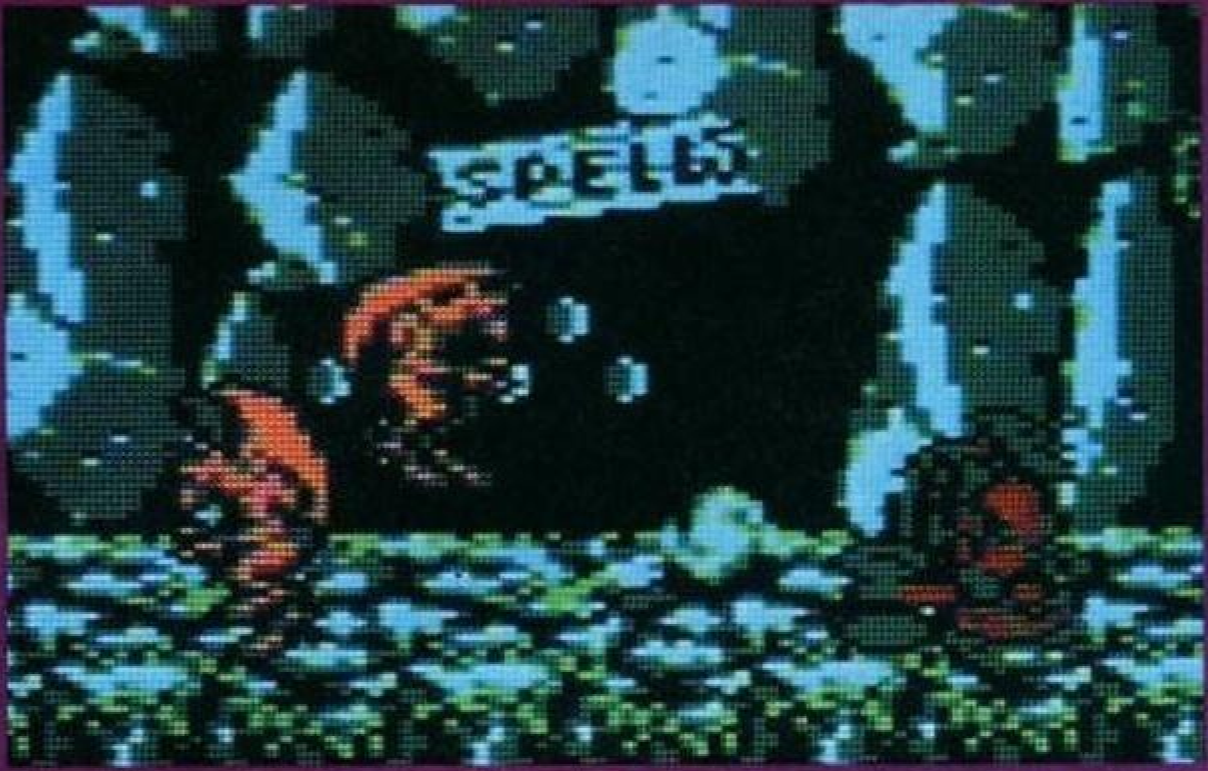
The 'how many wizards haven't bitten the dust' indicator

If this bar reaches zero you're devil fodder, ooh-er!

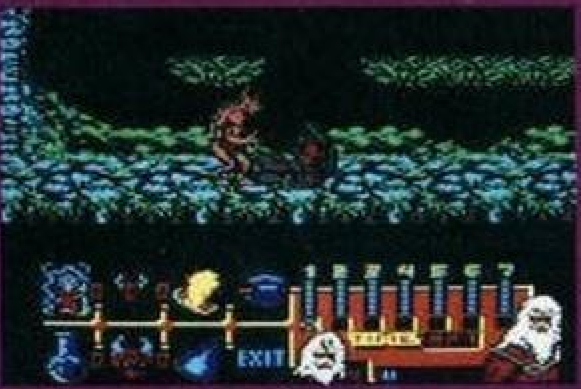
This tells you how many of each item you have at your disposal

Current energy status of each of the Satanic forms

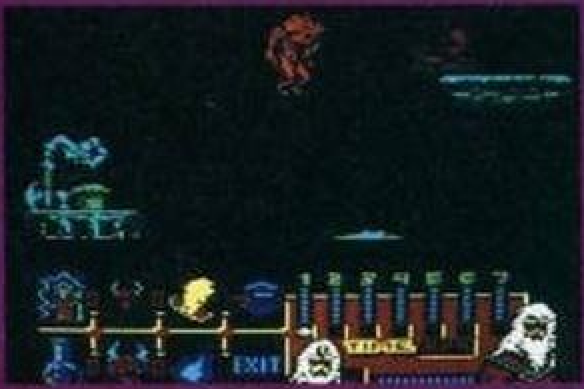
Don't hang around or your fellow wizards are doomed



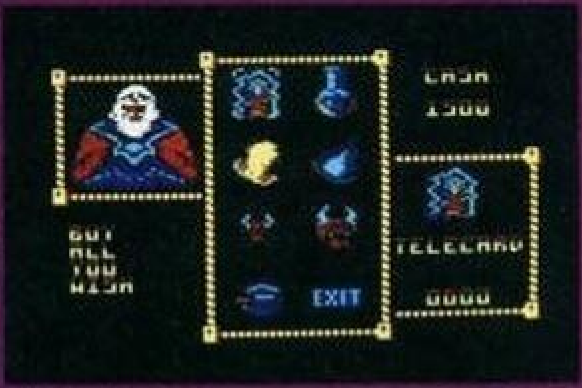
Oh no, a demon (with a demon hangover by the look of him) and he's bringing up his lunch all over me. Notice the entrance to the shop in the background? Yep, so have I. Time for a sharp exit, I think



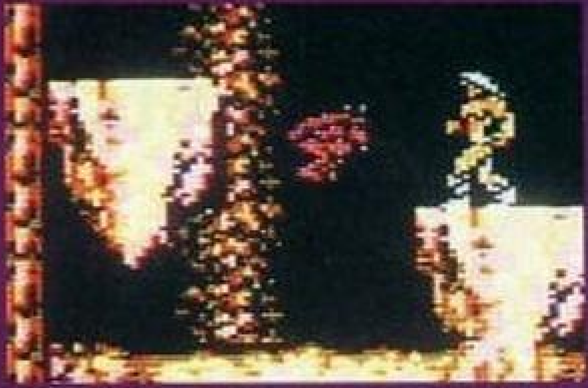
This is the big 'S' himself. Don't ask him for directions, just hack him to oblivion. Gosh, we do make it sound easy, don't we?



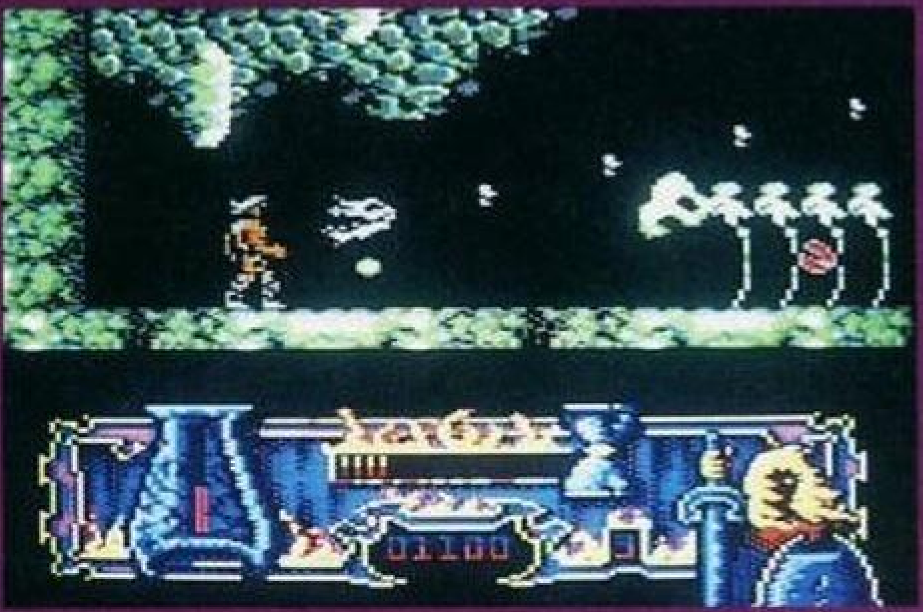
Satan introduces you to the chairman of the wizard executioners' covention. Fancy some audience participation? Uh, huh



You're in the fantasy equivalent of Asda. Be sure not to miss the two axes for the price of one offer. Only while stocks last



Remember, the smaller they are the harder they fight. And this little sprog is quite capable of kicking seven shades of poop out of you



...that's right, a pint of best and some roasted nuts please barman. Aargh... make that a packet of cheese and onion crisps

A moment's hesitation here and you'll get fried. Always go for the flying creatures first as they can attack from a distance

The graphics throughout are well above second rate. The backdrops are effective; simple but atmospheric. The main character in the arcade section is slightly blocky but strikes some heroic poses as he battles through the screens. The Nairb, Kelpie and crew are even better defined and convey a suitable sense of wickedness.

Sound in the game is nothing new but it is appropriate and doesn't intrude upon the game play. (No repetitive soundtracks here!) Mostly, it consists of spot effects which are satisfyingly chunky, especially when Satan's cronies get it in the neck.

Game	**Satan**
Maker	**Dinamic**
Cassette	**£9.95**
Disk	**£14.95**
Cartridge	**Not avaliable**

Where this game really scores is in the playability department. Overall *Satan* looks pretty, it sounds fine and it plays well. There's a fair amount of skill involved in leaping between levels and the columns. But until you get to grips with the controls, it can be infuriating to be sent back to the beginning when you lose a life. Still, *Satan* is good enough to keep you coming back.

A little more imagination wouldn't have gone amiss. You may well think you've seen this game before. Apart from anything else, you wouldn't have believed that a lot of work went into the title. "Er, whadda we gonna call the bad guy then?" *Satan.* "Oh yeah, he's pretty bad, isn't he. Okay, what are we gonna call the game then?" *Well, it's about Satan, isn't it. How about – Satan?* "Sounds good to me." Well, apart from the title...

ANDY

POWER RATING

- Obviously derivative of *Black Tiger*
- Part two is too short lived
- Documentation is woefully inadequate

100

78%

- Both background graphics and sprites are excellent, with lots of atmosphere
- Controls are very responsive
- Part one is divided into small sections which prevents you going back to the start every time you die
- Appropriate sound effects enhance the overall effect
- Opponents' range of attacks keeps you on your toes
- Password system for part two prevents frustration
- Inclusion of two game types ensures long lasting appeal
- Good game design means that you are never trapped at one point for too long

0

FORMAT T-SHIRT

1

Wear this brilliant T-shirt with pride. The *Commodore Format* logo is printed in daglo green across the chest. Be totally cool!

Description	Price	Order No
Large	**£4.95**	**CM101**
Extra Large	**£4.95**	**CM102**

FORMAT BINDER

2

Keep your issues together in this high quality binder with the *Commodore Format* logo printed on the front and spine in daglo orange.

Description	Price	Order No
One binder	**£4.95**	**CM103**
Two binders	**£9.00**	**CM104**

CRUISER JOYSTICK

3

Powerplay

The games reviewers favourite joystick in the *Commodore Format* daglo colours. Pick the winner and 'shoot-'em up' every time.

Description	Price	Order No
Cruiser joystick	**£9.95**	**CM105**

STOP PRESS & MOUSE Database

4

Get into the world of DTP with this brilliant programme complete with mouse. Generate your own magazines!

Description	Price	Order No
S/P & mouse	**£33.95**	**CM106**

Commodore FORMAT

THE LATEST AND GREATEST PRODUCTS AT THE BEST POSSIBLE PRICES!

1

HOW TO ORDER... JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE... OR RING OUR HOTLINE NUMBER ON 0458 74011

2

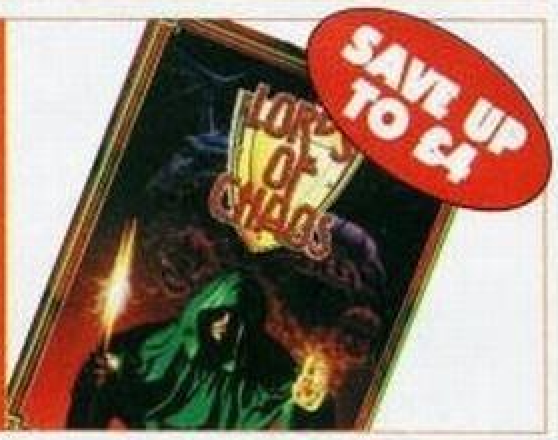
5

SAVE UP TO £5
fun school 2

VISA Access

HOTLINE 0458 74011

6



9

SAVE UP TO £4
TURRICAN

PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

10

SAVE UP TO £4
Blood Money

SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 53

RAINBOW ISLANDS

8

Ocean

Paint your world with a rainbow. This brilliant, fun, unusual, adddictive game will have you hooked for hours.

Description	Price	Order No
R. Islands Cass	**£7.99**	**CM113**
R. Islands Disk	**£10.99**	**CM114**

TURRICAN Rainbow Arts

9

Take *Turrican* into battle in this full-blooded shoot-out game. A masssive game to keep you going for a very long time.

Description	Price	Order No
Turrican Cass	**£7.99**	**CM115**
Turrican Disk	**£10.99**	**CM116**

BLOOD MONEY Psygnosis

10

Prepare yourself to be plunged into a maelstrom of sheer destruction. The aliens in *Blood Money* set some vicious traps, and it will take all your skills just to survive!

Description	Price	Order No
B/Money Cass	**£7.99**	**CM117**
B/Money Disk	**£10.99**	**CM118**

KLAX Domark

11

Mind-bending puzzle game from Domark. Move the tiles to fall in piles, and form coloured 'Klax' for points. Amazingly addictive and a sure-fire hit with puzzle lovers and *Tetris* addicts!

Description	Price	Order No
Klaxx Cass	**£7.99**	**CM119**
Klaxx Disk	**£10.99**	**CM120**

FUN SCHOOL 2 Database

5

Bumper packages of educational software for infant and primary school age children. Three comlete suites of eight programs.
Teddy Bear Under 6's/Frog 6-8/Robot Over 8's.

Description	Price	Order No
F. School Cass	**£8.99**	**CM107**
F. School Disk	**£11.99**	**CM108**

✳ **Please state which age group**

LORD'S OF CHAOS Blade

6

The sequel to the hit arcade adventure *Chaos*,. This blend of magic, sword-wielding and strategy provides hours of thought-provoking fun.

Description	Price	Order No
L. Chaos Cass	**£7.99**	**CM109**
L. Chaos Disk	**£10.99**	**CM110**

IRON MAN Virgin

7

Ivan 'Ironman' Stewart's Super Off-Road Racer. A *Super Sprint* style race for up to three players. Collect icons, upgrade your truck and burn some rubber!

Description	Price	Order No
Iron Man Cass	**£7.99**	**CM111**
Iron Man Disk	**£10.99**	**CM112**

MAIL ORDER

3

BEST JOYSTICK

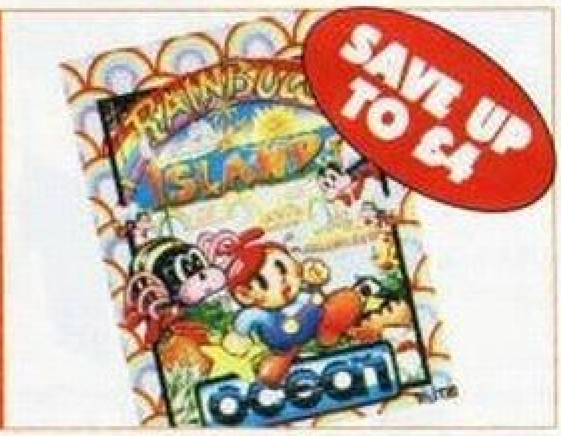
4

X MOUSE
FOR THE COMMODORE
HALF PRICE

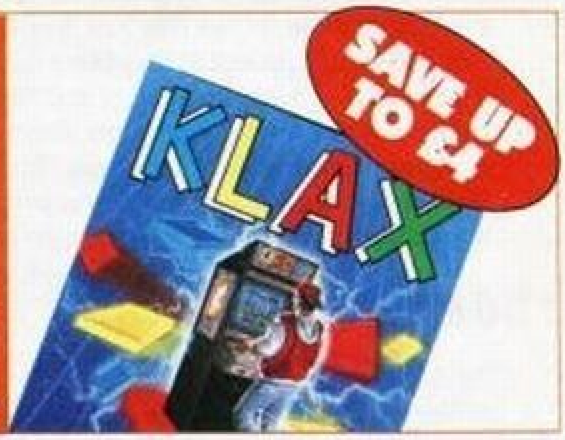
7

IRON
GET READY!
CREDITS
SAVE UP TO £4

8



11



12

CARTRIDGE USERS!!
SAVE £5
OFF THE CARTRIDGE VERSION OF "SHADOW OF THE BEAST" FROM OCEAN SOFTWARE

Send a cheque for £14.95 made payable to *Ocean Software Limited* along with the cartridge section of card from the front of this magazine to *Commodore Format Offer, Ocean Software, 6 Central Street, Manchester, M2 5NS*

This offer is valid until 30th, November 1990

MONTY PYTHON Virgin

12

Ideal for everyone who's always wanted to be a lumberjack or enjoys toad-sexing. Help Gumby on his scrolling search for spam, cheese, spam and spam. Fire fish to kill the baddies!

Description	Price	Order No
M. Python Cass	**£7.99**	**CM121**
M. Python Disk	**£10.99**	**CM122**

COMMODORE FORMAT MAIL ORDER

Name

Address

Postcode

Phone number

Description	Price	Order No
TOTAL ORDER		

Method of payment (please circle) Access • Visa • Cheque • PO

Credit Card No

Expiry date

Please make all cheques payable to Future Publishing Limited

● **For overseas orders call Clare for prices on 0458 74011**

SEND THIS FORM TO: Commodore Format, Future Publishing Ltd, Freepost, Somerton, Somerset, TA11 7BR

Honestly, you give a guy a game to review and the next thing you know he's taking guitar lessons and pulling the wheels off his skateboard. Next he'll be trying to convince us that the white haired old geezer who's just pulled up outside in a Delorean – hey, wait a minute...

Back To The Future II

And so it continues. The everyday tale of boy meets mad professor and travels through time in a converted sports car. Yes indeedy, Doctor Emmet Brown and Marty McFly are at it again in *Back to the Future II*. The opening sequence consists of a pleasing rendition of the *BTTF* theme, followed by an animated sequence of the Delorean taking off from Marty's street. Not exactly mind-blowing but a nice touch nevertheless.

And into the game itself, which is very straightforward, allowing you to get straight into the first of the five levels. This entails riding a hover board (yep, it's a skateboard minus the wheels) through the streets of a futuristic city, avoiding hazards such as cars, cats and other hoverboarding lunatics. One oddity about this level is that despite the fact you're in flight, cracks in the road still prove damaging. It's challenging...

Occasionally, something like a small flying jelly lands and transforms itself into a flashing letter. Ride over these and Marty gets an added dose of energy, points or speed, depending upon the letter he just trashed. Other ingenious tactics can be employed in order to progress through the level, such as performing gut-wrenching leaps to avoid obstacles, or attaching yourself to the back of a taxi to speed up your progress. A bit.

Some of the hoverboarders have serious attitude problems. In the long term, some sort of therapy may be what they need; in the short term, just punch their lights out. Marty kicks ass here much more than he did in the film.

Onward to level two. This provides a sedate break from the action in a single screen puzzle which requires nothing more than a small amount of logic. The screen display is an overhead view of 'your home of the future' (which, incidentally, looks about as futuristic as our Dep-Ed's flared trousers). *They're coming back into fashion, y'know – Dep Ed.*

The aim of this particular game is to help Jennifer, your girlfriend, escape from the house without colliding with her future self or children – the consequences of which would involve the destruction of the space-time continuum. Or something equally afternoon-spoilingly bad. Whenever a pair of doors are opened, the occupants – Jennifer included – move into an adjacent room. And if both rooms are occupied, the baddies simply swap places. The ultimate aim therefore is to manoeuvre the future McFlys out of the way, leaving a clear path for your beloved's escape via the front door. Sounds easy? Well it is.

Easy is not the word to describe level three though – AAARGH! might be more fitting. It's not that this is the most difficult of the levels but that the gameplay is annoying. The scenario is this: in order to get back to your Delorean you have to fight your way beat 'em up style through an area of the city that makes the Bronx look like the garden of Eden. The range of combat moves is pretty limited, but this is no great shame, since your opponents aren't particularly clever, either. It's just a case of repeatedly punching them until they disappear. Other hazards include bullets and flying barrels which have to be avoided by jumping or crouching.

This level's just a case of persevering in the vain hope that you'll eventually reach the next, hopefully more interesting level. It's a dirty job and it's a shame that someone has to do it.

Level four takes us back to the world of logic puzzles. A glance at the screenshots shows that this is one of those tried and tested sliding block puzzles. It's also the trickiest level of all and could provide a serious hurdle to anyone who's completely crap at puzzle games. The picture is made up of jumbled animations which build the up dance scene where Marty plays lead guitar for the rock band.

Hoverboarders have serious attitude problems

To make matters worse, it's also a race against the clock. This level has a catchy soundtrack, though.

It's back to the hoverboard for the fifth and final level. This is much the same as level one only a tad more difficult. Make your way through the streets of Hill Valley, meet up with the Delorean and board it ready for... Oh. And that's the end of the game. It should at least have been as impressive as the beginning.

GUTTER PRESS

Mark Effective opening. Shame the sprites on level 1 are a bit knobby (some of the others are worse). It's the variation you get with five mini-games which makes this appealing but it's not my type of game.

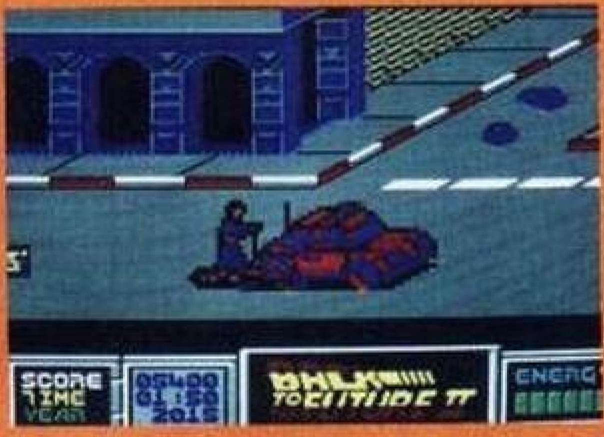
Kev Level 1 is like Paperboy. I like the mix of arcade and puzzles. Didn't like the beat 'em up on level 3. No, I wouldn't buy this. I don't usually buy hyped games anyway.

Matt Not a bad opening sequence and clever scrolling but I wouldn't buy it. I think I might finish it too quickly. Level 2 is too easy. I liked the bits between levels and I liked level 4 best.

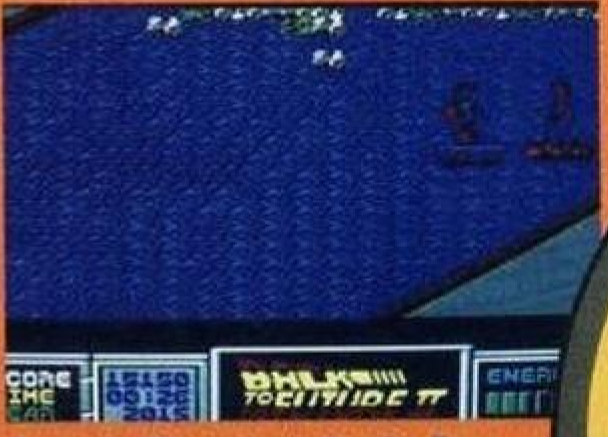
Gaz Really good opening. Music's all right. Like the graphics. There aren't enough moves on level 3. I like working out puzzles but the level 4 picture wasn't very clear. Don't think it's worth eleven quid.

Game	**BTTF II**
Maker	**Imageworks**
Cassette	**£10.99**
Disk	**£14.99**
Cartridge	**Not avaliable**

LEVEL 1 – RIDE THEM SKATEBOARDS DOWN!

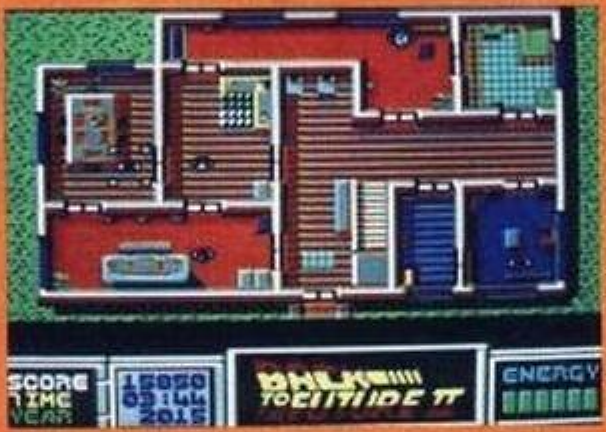


Sometimes state of the art hoverboard technology just isn't enough , grab a cab – you'll just make last orders

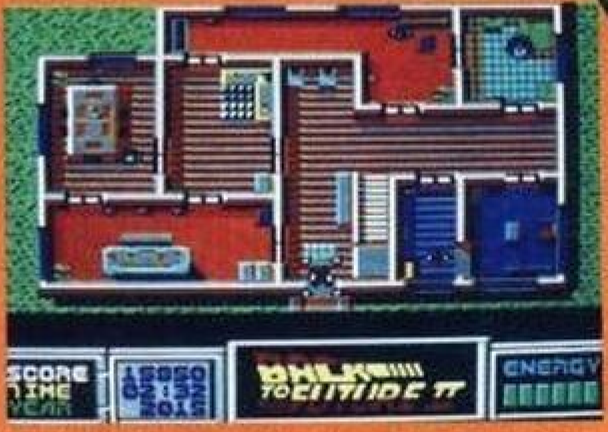


Come in the water's lovely. Er, actually it's not, get across the lake quickly or it's gluggsville

LEVEL 2 – WHO'S IN THE HOUSE?

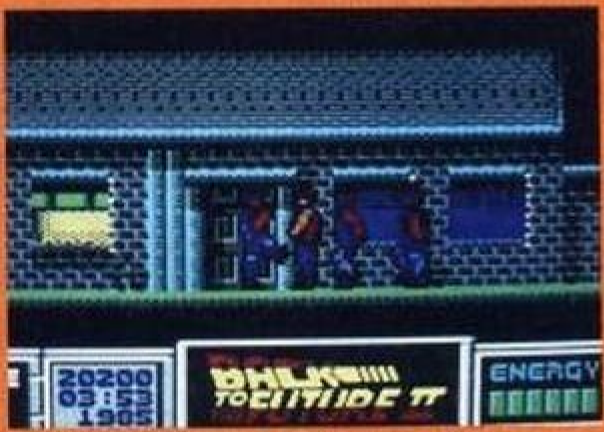


Hi honey I'm home, but not dry. Get Jennifer out without meeting her future children or disaster could ensue

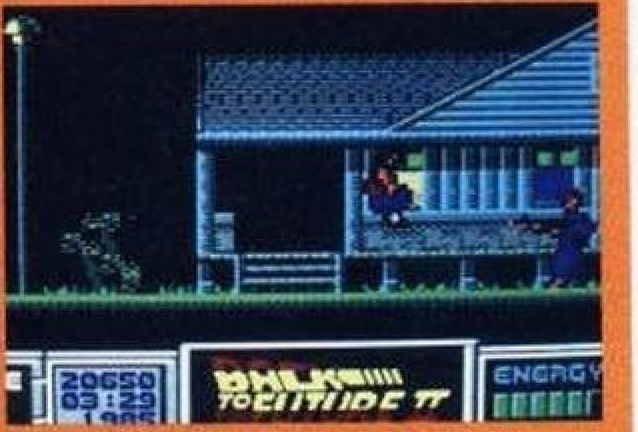


You did it now get out quick. Oh hang on a minute, did I leave the iron switched on?

LEVEL 3 – IT'S TOUGH ON THE STREETS!

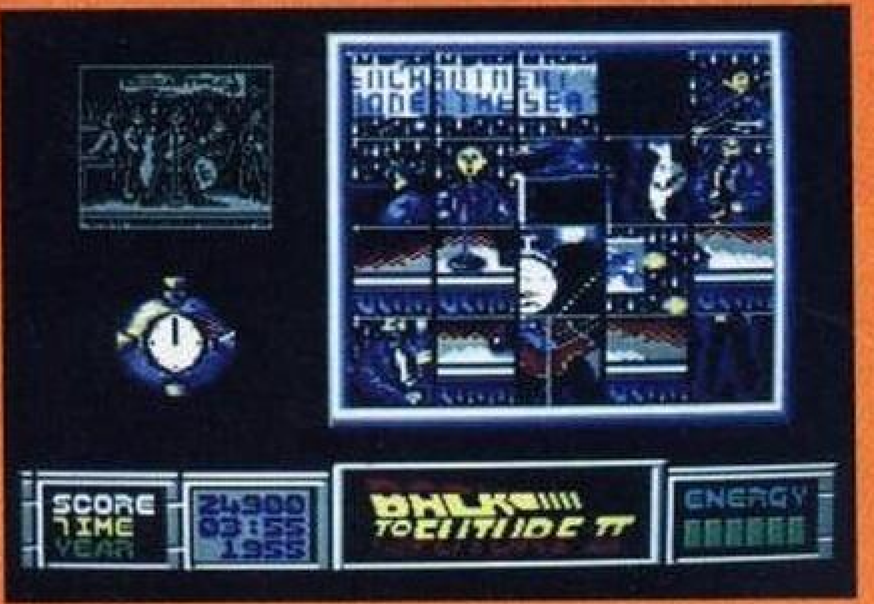


Menacing dudes meet Marty McFly. 'Ere we go, 'ere we go. Anyone for McFly paste sandwiches?



This town's so hard even the mice have flick knives. Don't fight the gunman, just jump the bullets and run

LEVEL 4 – THE PUZZLING PART OF THE GAME!



We've all seen these sliding block puzzles before, except this one's more difficult than most. The picture of the band is complex, it's animated and you've only got four minutes to do it. It's a piece of cake, a six ton rather chewy piece of cake. (eeh, it's just like mother used to make)

TRAVEL TROUBLES

There are certain problems inherent in time travel. Make sure you're aware of them.

Things crop up, when you travel through time, called paradoxes. Altogether everybody... PA-RA-DOX-ES. Paradoxes are things which shouldn't occur but do. Even though they aren't possible. That's why they're called paradoxes, from the Latin *para* 'thing that falls from above' and *dox* 'footwear'. Look, say you went back in time and met yourself a few years ago. Surely you would know that you were going to visit yourself, because it happened in your past?

And how can there be two of you in the same place? After all, wasn't it Euphrates who said that one can't exist in two points in space at the same time?*

* No.

In general, the games which make up the different levels are unoriginal. There are dozens of nice touches but these serve only to remind you that the game as a whole is full of unfulfilled promise. The sprites, are no better than average, but again there are a few pleasing effects (like the movement of the cats on levels one and five).

The sound is the most pleasing aspect, with adequate spot effects and a sound track which is sufficiently polished to ensure that you'll be whistling the tune long after your 64 has been switched off. *BTTF* will provide a few hours, maybe even a few days, of fun but its lasting appeal is extremely questionable. All that remains is to look forward to *Back To The Future III.* I can barely contain myself.

ANDY

POWER RATING

- Unimaginative levels give this game a very short potential lifespan
- Some later levels are easier than earlier ones, instead of progressively becoming more difficult
- Unresponsive controls on the arcade levels
- Ploppy chunky sprites
- Limited continue options

100

59%

0

- Five different sub-games provide plenty of variety
- Effective animation on some of the sprites and the sliding block puzzle game
- Detailed backdrops and decent soundtrack add polish
- Uncomplicated gameplay let's you get straight into it
- Sophisticated smooth horizontal and diagonal scrolling
- Neatly incorporates some of the film's best themes
- Cheerfully colourful

GORDON HARWOOD

Bring you "Heroes in a Half Shell"

Amiga POWERPLAY

Raphael's PACK 1

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE PACKS YET AGAIN STARTING WITH RAPHAEL'S AMIGA PACK 1 WITH 15 GREAT GAMES!

Just look at what you get...

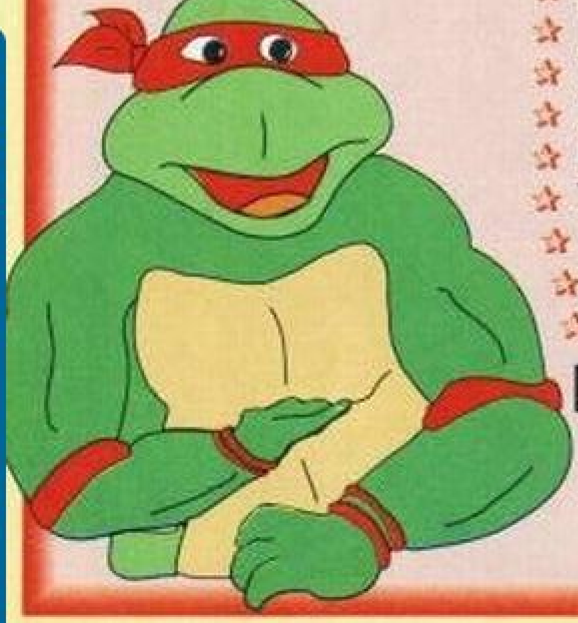
- ☆ AMIGA A500 COMPUTER (See standard features list)
- ☆ TEENAGE MUTANT HERO TURTLES
- ☆ SHADOW OF THE BEAST II
- ☆ DAYS OF THUNDER
- ☆ BACK TO THE FUTURE II
- ☆ NIGHT BREED
- ☆ MICROSWITCHED JOYSTICK
- ☆ TAILORED DUST COVER
- ☆ 10 BLANK 3.5" DISKS
- ☆ DISK STORAGE CASE
- ☆ MOUSE MAT

☆ PLUS 10 MORE GREAT GAMES...

- ☆ Datastorm
- ☆ Dungeon Quest
- ☆ E-Motion
- ☆ Grand Monster Slam
- ☆ RVF Honda
- ☆ Drivin Force
- ☆ Pipemania
- ☆ Rock 'N' Roll
- ☆ Skweek
- ☆ Tower of Babel

☆ AND...DELUXE PAINT II

...You won't need anything else for ages!



RAPHAEL'S PACK PRICED AT AN INCREDIBLE...

£399*

Amiga MONITORS

PHILIPS CM 8833 STEREO 14" COLOUR MONITOR

Stereo High Resolution Colour Monitor

- ☐ SCART Euro-connector fitted as standard
- ☐ RGB/AI, TTL, Comp. Video & stereo audio inputs
- ☐ Can also be used as a TV with tuner or VCR
- ☐ Features fold down tilt-stand ☐ Twin Speakers
- ☐ FREE lead for computer of your choice
- ☐ FREE 12 Month on site service warranty.

£249°

COMMODORE 1084S 14" STEREO COLOUR MONITOR

Stereo High Res. Colour Monitor

- ☐ RGB/AI/TTL, Comp. Video/Audio Inputs
- ☐ Can be used as TV with a tuner or VCR
- ☐ Twin Speakers for stereo output
- ☐ Supplied with cables for A500, CGA PC, C16-64-128

£259°

All Monitors are supplied with a Free Tailored Dust Cover!

Amiga STORAGE

COMMODORE A590 20Mb HARD DISK DRIVE FOR AMIGA A500...WITH FREE 1Mb MEMORY UPGRADE

Commodore's own hard drive for the A500

- ☐ Autoboot with Kickstart 1.3
- ☐ Sockets for up to 2Mb RAM expansion
- ☐ DMA access ☐ External SCSI port
- ☐ SUPPLIED WITH A FREE 1Mb MEMORY EXPANSION

Super Low Price...

1Mb £399°

COMMODORE A590 2Mb HARD DISK DRIVE FOR AMIGA A500, UPGRADED TO 2Mb, FITTED AND READY TO USE **£449°**

EXTERNAL FLOPPY DISK DRIVES with the following standard features...

☐ Disable switch ☐ Throughport ☐ Access light ☐ Whisper quiet ☐ For A500/1000/2000/3000

CUMANA CAX 354 3.5" SECOND DRIVE	£74.95 °
HARWOODS SUPERSLIM 3.5" SECOND DRIVE ☐ With EXTRA Long Cable	£59.95 °

Amiga

POWERPLAY

Leonardo's PACK 2

PACK 2 COMES TO YOU FROM LEONARDO AND INCLUDES THE FOLLOWING...

RAPHAEL'S BRILLIANT AMIGA PACK 1 +

ie. The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, AND then you also get...

THE BRILLIANT PHILIPS CM8833 14" STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, 12 Months on-site warranty (See monitor panel for details)

A SPECIAL PACK FROM LEONARDO TO LET YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO FOR ONLY...

£629¤

Amiga

POWERPLAY

Donatello's PACK 3

PACK 3 COMES TO YOU FROM DONATELLO AND INCLUDES THE FOLLOWING...

RAPHAEL'S BRILLIANT AMIGA PACK 1 +

The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, and then you also get...

THE BRILLIANT PHILIPS CM8833 14" STEREO COLOUR MONITOR

With FREE Dust Cover and Cable to your Amiga and including a 12 Months on-site warranty (See monitor panel for details)

A N D

THE AMAZING STAR LC10 COLOUR PRINTER...

120/25 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga (See printers on page 3 for further details)

Or choose an alternative from our range, adjust by difference in price)

A SPECIAL MONITOR AND PRINTER PACKAGE FROM DONATELLO TO SET YOU UP COMPLETELY AND ALL AT A PRICE THAT'S GOT REAL TURTLE POWER...

£829¤

Amiga

POWERPLAY

Michaelangelo's PACK 4

PACK 4 COMES FROM MICHAELANGELO AND INCLUDES THE FOLLOWING...

A MORE SERIOUS PACKAGE ASSEMBLED BY MICHAELANGELO AND INCLUDING ALL THE FOLLOWING...

- ☆ AMIGA A500 COMPUTER
- ☆ TEENAGE MUTANT HERO TURTLES
- ☆ PUBLISHERS CHOICE (DTP inc. Kindwords)
- ☆ MIDI-MASTER INTERFACE
- ☆ DR. T's MIDI RECORDING STUDIO
- ☆ BBC BASIC EMULATOR
- ☆ MAXIPLAN 500 SPREADSHEET
- ☆ SUPERBASE PERSONAL DATABASE
- ☆ AMIGA LOGO ☆ F18 INTERCEPTOR
- ☆ FULLY MICROSWITCHED JOYSTICK
- ☆ TEN BLANK 3.5" DISKS & DISK WALLET
- ☆ PLUS...TEN GREAT GAMES

  Datastorm, Dungeon Quest, E-Motion, Grand Monster Slam, RVF Honda, Drivin Force, Pipemania, Rock 'N' Roll, Skweek, Towers of Babel,

BUILD YOUR OWN PACK...		
	PACK 5-As above with CM8833	£779¤
	PACK 6-As Pack 5 + LC10 Col. Printer	£979¤

MICHAELANGELO'S SPECIAL PACK AT A SPECIAL PRICE OF JUST...

£549¤

Amiga

POWERPLAY

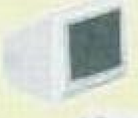
Harwoods PACK 7

PACK 7 COMES TO YOU FROM HARWOODS AND INCLUDES THE FOLLOWING...

A PROFESSIONAL PACKAGE PUT TOGETHER FOR THE BUSINESS MINDED AMIGA USER

AMIGA A500 COMPUTER
(See Standard Features List)

+



PHILIPS CM8833 14" STEREO COLOUR MONITOR

+

STAR LC10 9 PIN NLQ FULL COLOUR PRINTER

+

A WHOLE HOST OF BUSINESS SOFTWARE AND QUALITY ACCESSORIES...

- ☆ PROTEXT V 4.2 (W/Proc.)
- ☆ SUPERBASE II (D/Base)
- ☆ MAXIPLAN 500 (S/Sheet)
- ☆ TUTORIAL DISK
- ☆ DELUXE PAINT II
- ☆ DAYS OF THUNDER
- ☆ BACK TO THE FUTURE II
- ☆ SHADOW OF THE BEAST II
- ☆ NIGHT BREED
- ☆ MICROSWITCHED JOYSTICK
- ☆ 10 BLANK 3.5" DISKS
- ☆ DISK LIBRARY CASE
- ☆ MOUSE MAT
- ☆ 3 DUST COVERS

WE MEAN BUSINESS AT ONLY...

£859¤

ALL OUR AMIGA POWERPLAY PACKS INCLUDE AN AMIGA A500 WITH...

- ☐ 512K RAM
- ☐ 1Mb Disk Drive
- ☐ TV Modulator
- ☐ 4096 Colours
- ☐ Multi-Tasking
- ☐ Speech Synthesis
- ☐ Mouse
- ☐ 3 Operation Manuals
- ☐ Workbench 1.3 Disks
- ☐ Tutorial Disk
- ☐ Kickstart 1.3 Built-in
- ☐ All Connecting Cables

...AND ALL PRICES INCLUDE VAT AND STANDARD POSTAL DELIVERY SERVICE

IMPORTANT NOTICE
'TEENAGE MUTANT HERO TURTLES'
IMPORTANT NOTICE

Mirrorsoft's official UK Software Licence, 'Teenage Mutant Hero Turtles' is scheduled for release during Nov. '90. Orders despatched before this release will have the software forwarded the moment it is available.

'Teenage Mutant Hero Turtles' software title - UK Copyright of Mirrorsoft.

¤ FINANCE FACILITIES

Finance with or without a deposit, can be tailored to suit your needs. Gordon Harwood Computers offer facilities to pay by our budget account scheme for virtually any order of £100 or more. APR 36.8% (Variable). Credit sale terms are available to most adults of eighteen years or over, subjectto status.

Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents only.

Written quotations available on request.

ORDER HOTLINE
24 HOUR
0773 836781

Please,
see page 44 for full ordering procedures, warranty information; just look at the service we offer!

GORDON
HARWOOD
HARWOOD
HARWOOD
Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AMF/C1, 69-71 NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

PRINTERS

All printers in our range include the following features...

Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a...
FREE CONNECTOR LEAD AND...

...with every Dot-Matrix Printer you get a fully tailored dust cover Free!

STAR LC10 - Up to 120/25 cps — **£159.95**
Our most popular Mono Dot-Matrix printer and at a super low price
- ☐ Multiple font options easily accessible from front panel
- ☐ Excellent paper handling facilities
- ☐ Simultaneous, continuous and single sheet stationery
- ☐ 240 x 240 dpi Graphics

STAR LC10 MkII - Up to 150/30 cps — **£179.95**
Brand new superfast MkII version of the ever popular LC10 printer.

STAR LC10 MAGNIFICANT FULL COLOUR - Up to 120/25 cps — **£209.95**
Colour version of the LC10
- ☐ Same font & paper handling as LC10/LC10II
- ☐ Allows full colour dumps from Amiga
- ☐ Superb text quality
- ☐ 240 x 240 dpi Graphics
- ☐ Can use black LC10 ribbons
- ☐ Our most popular colour printer!

STAR LC 24-10 - Up to 180/60 cps — **£239.95**
24 Pin version of the Star LC Series with
- ☐ Exceptional letter print quality
- ☐ 360 x 360 dpi Graphics
- ☐ Additional font cartridges available
- ☐ 8 resident fonts

STAR XB PRINTER RANGE Up to 240/80 cps – 24-10 COLOUR, OR 24-15 COLOUR — **£479.95** 24-10 Col. — **£619.95** 24-15 Col.
Two very fast LQ 24Pin Colour Printers
(15" Wide Carriage versions 41 exp. to 201K buffer)
- ☐ Exceptional print quality
- ☐ 4 x 48Pin super letter quality fonts
- ☐ 24 x 24Pin near letter quality fonts
- ☐ Huge 27K buffer expandable to 187K
- ☐ 360 x 360 dpi Colour Graphics
- ☐ 12mths on-site warranty (UK Mainland)

STARSCRIPT - 8ppm POSTSCRIPT LASER — **£1995.00**
Up to the minute technology Laser Printer
- ☐ 300 DPI, 2Mb. Upgradable to 5Mb.
- ☐ Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- ☐ Serial/Parallel printer interface built-in
- ☐ Inc. 12mth on site warranty (UK Mainland)
- ☐ Every desktop publishers dream

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps — **£339.95**
Most competitive 24 Pin Colour Printer available Today!!!
- ☐ Push and pull tractor built-in
- ☐ Additional bottom feed for labels and multi-part stationery
- ☐ 360 x 360 dpi Colour Graphics
- ☐ Complete with a 2 Year Citizen peace of mind warranty

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps — **£249.95**
New super high spec 9Pin colour printer
- ☐ 8K Buffer 4 Fonts
- ☐ Push and pull tractor built-in
- ☐ Feed for labels/multi part stationery
- ☐ 240 x 240 dpi Colour Graphics
- ☐ Best text quality in our 9Pin range
- ☐ 2 Year Citizen warranty

CITIZEN 120D - Up to 120/25 cps — **£149.95**
Very reliable low cost printer (please specify interface on order)
- ☐ Interchangeable interfaces for Centronics RS 232 or Serial type for CBM 64 etc
- ☐ Full 2 Year manufacturers warranty

HEWLET PACKARD PAINTJET A4 — **£899.00**
Best quality full colour printer at a realistic price
- ☐ Parallel, Centronics or Serial RS232 I/F (please specify with order)
- ☐ For presentation graphics, CAD and technical/scientific applications
- ☐ Full page colour of graphics on paper in 4 minutes (typical)
- ☐ Non impact printing, virtually silent, 43dba
- ☐ Will print transparencies 12 Months on-site warranty (UK Mainland)

HEWLET PACKARD PAINTJET XL A3 — **£1995.00**
A3 version of the above PLUS...
- ☐ Up to A3 size paper printout or transparencies
- ☐ Parallel, Centronics and serial RS232 interfaces as standard
- ☐ 2 to 3 times faster than the Paintjet A4!

All the above characters Per Second speeds quoted are Draft/LQ at 10cpi

We are proud to announce that Star have appointed Gordon Harwood Computers as both a Star Corporate Preferred Reseller and Star Gold Dealer in recognition of our commitment to their products and the levels of service and support we provide...

MAKE HARWOODS YOUR FIRST CHOICE FOR STAR PRINTERS

When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Postage, Dust Cover etc.

CUT SHEET FEEDERS

No more feeding single sheets or letterheads individually by hand. Fit an automatic cut-sheet feeder with a capacity of up to 50 sheets of standard paper. Available for the entire Star LC range and others, please quote printer make, model and number when ordering.

STAR LC10, LC10 Col., LC10 MkII	£69.95
STAR LC24-10	£69.95
STAR LC15, LC24-15	£164.95
STAR XB24-10	£109.95
STAR XB24-15	£184.95
CITIZEN 120D/180E/LSP10 & CBM MPS 1200/1250	£69.95
CITIZEN SWIFT 9 & 24	£89.95
CBM MPS 1230/1500/1550 & OLIVETTI DM 100/105	£109.95

PRINTER ACCESSORIES

Genuine... PRINTER RIBBONS	SINGLE	6 PACK
STAR LC10, LC10 Colour & LC10 MkII BLACK	£4.95	£24.95
STAR LC10 COLOUR	£6.90	£34.95
STAR LC24-10, XB24-10 & XB24-15 BLACK	£6.90	£34.95
STAR XB24-10 & XB24-15 COLOUR	£14.95	£74.95
STAR LC15, FR10 & FR15 BLACK	£7.49	£39.95
CITIZEN 120D/180E/LSP10 & CBM MPS 1200/1250 BLACK	£4.95	£26.95
CITIZEN SWIFT 9 BLACK CITIZEN SWIFT 24 BLACK	£4.95	£26.95
COMMODORE MPS 1230 & OLIVETTI DM 100 BLACK	£6.95	£39.95
COMMODORE MPS 1500/1550 & OLIVETTI DM 105 COLOUR	£12.95	£69.95

Genuine... FONT CARTRIDGES	PRICE
STAR LC24-10 FONT LETTER GOTHIC	£54.95
STAR LC24-10 FONT OCR-B	£54.95
STAR LC24-10 FONT BLIPPO	£54.95
CITIZEN SWIFT 24 FONT OCR-B	£39.95
CITIZEN SWIFT 24 FONT UNIVERS	£39.95
CITIZEN SWIFT 24 FONT ORATOR	£39.95
CITIZEN SWIFT 24 FONT ROMAN	£39.95
CITIZEN SWIFT 24 FONT SERIFA	£39.95
CITIZEN SWIFT 24 FONT LUCIDA	£39.95

Only a brief selection is shown above please phone for anything not listed

ACCESSORIES

3.5" DISK HEAD CLEANER — **£2.99**
Essential maintenance for your disk drive. Keep clean and trouble free.

DISK STORAGE BOXES

40 Piece	Only £5.95
80 Piece	Only £7.95
100 Piece	Only £8.95
Banx 100 Piece drawer type stackable	Only £11.95
Posso 150 Piece drawer type stackable	Only £17.95

BLANK DISKS

10 Genuine Commodore 3.5" branded	Only £9.95
10 Unbranded 3.5" certified	Only £8.49
10 Unbranded with library case 3.5" certified	Only £9.49
80 Unbranded 3.5" certified	Only £49.95
80 Unbranded with lockable storage case 3.5" certified	Only £54.95
100 Unbranded 3.5" certified	Only £59.95

MICROSWITCHED JOYSTICKS

Konix Speedking (autofire)	Only £9.95
Competition Pro Mean Green	Only £14.95
Zipstick (autofire)...The Best!	Only £15.95

NAKSHA MICROSWITCHED MOUSE-Amiga/ST Amstrad PC	£29.45
GOLDEN IMAGE OPTICAL MOUSE-Amiga	£39.95
MODE SWITCHBOX-For rendale 8802	£34.95

FINANCE FACILITIES

Finance with or without a deposit, can be tailored to suit your needs.

Gordon Harwood Computers offer facilities to pay by our budget account scheme for virtually any order of £100 or more. APR 36.8% (Variable). Credit sale terms are available to most adults of eighteen years or over, subject to status.

Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents only.

Written quotations available on request.

ORDER HOTLINE
24 HOUR
0773 836781

Access
VISA
CreditCharge

ORDER HOTLINE
24 HOUR
0773 836781

GRAPHICS/SOUND HARDWARE

MASTERSOUND High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker etc	£33.95
PERFECT SOUND V.3 Latest version of this superb stereo sampler. Stereo amples give better quality when used as sound effects with animations etc.	£64.95
AMAS Combined stereo sampler and midi interface. Samples in Mono or Stereo.	£74.95
MIDI INTERFACE (5 PORT) In, Out, Through + 2 Switchable Through/Out inc Cable	£24.95
AUDIOMASTER II High quality sampling software, The Professionals Choice	£64.95
DIGIVIEW GOLD V.4 (Inc Cable & Digipaint I) Digitises static images in black & white or FULL COLOUR (Using filters provided). All resolutions supported (memory permitting). Creates IFF & HAM files. Uses B&W (or colour with B&W Mode) video cameras	£119.95
VIDI with Vidichrome B/W Grabber colour digitiser Grabs black & white frames (in grey scales). 5-6 frames per second. Will store as many frames as you have RAM (16-20 on 1Mb, 60 with 3 Mb) Inc. FREE Vidichrome colour digitising s/ware (worth £19.95) & cables	£109.95
COLORPIC...The best colour grabber by far! Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 50th of a second.	£439.95
RENDALE 8802 Including Cables & Deluxe Video Animation Software Home/Semi Pro standard, allows computer display to be mixed with any incoming composite video signal.	£189.95
RENDALE 8802 Internal for 2000 inc. Cables & Deluxe Video	£189.95
RENDALE 8806 Inc. Cables & Deluxe Video Professional Genlock for use with U-Matic video equipment	£599.95
PODSCAT 12" x 12" Graphics Tablet complete Supplied with driver software, it replaces your mouse and thus works with ALL applications software. Also available for IBM PC & Compatibles	£219.95

PRO-RAM PACK

DEALIN' DIEGO'S DYNAMITE DEAL!

512K MEMORY EXPANSION

16 Chip, not 4 (extremely important), same configuration as Commodore A501 for guaranteed full compatibility with latest version 8372A Amiga 1Mb Blitter.

Can be used as fast MEM with all A500's, or chip RAM when used with 8372A Blitter (phone for details as this may require circuit board mods depending on age of your Amiga)

British Made with Enable/Disable Switch and Auto recharge battery backed real time clock.

As always, our price includes VAT, Postage and Packing (UK Mainland)! All this for the incredible introductory Dealin' Diego Price of only...

£32.95

A special deal to celebrate our NEW SHOWROOM

GORDON HARWOOD
HARWOOD
HARWOOD
Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AMF/C1, 69-71 NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

HOW TO ORDER

☎ **ORDER BY PHONE:** Phone our Order Hotline with your Mastercard, Access, Visa or Lombard Charge Card quoting number & expiry date.

☒ **ORDER BY POST:** Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7days to clear from day of receipt before your order is despatched)
Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: Goods in UK Mainland (5-7 day delivery).
OR COURIER SERVICE ...Add £5 per major item for next working day delivery, UK Mainland most regions.
(Goods normally despatched on day of ordering or payment clearance)

✈ **EXPORT ORDERS:** Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

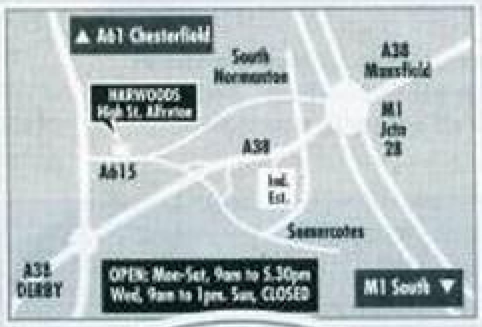
12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OUR ENGINEERS!

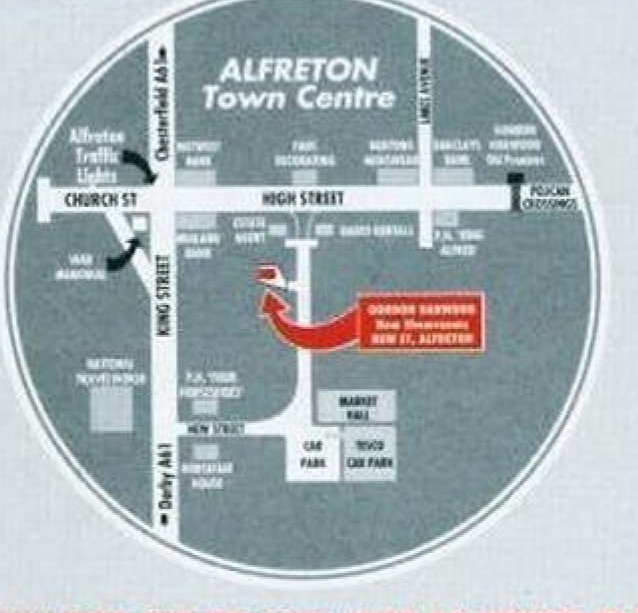
COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

NEW SHOWROOM

Please pay us a visit where our full range of advertised products, AND MORE, is on sale. 'ALL UNDER ONE ROOF', in the pleasant surroundings of our new purpose fitted showroom. There's plenty of parking close by.
Come and see for yourself amazing Amigas and a whole host of peripherals, along with our vast range of software & accessories. Our helpful team of experts are always on hand to offer you the very best advice should you need it.

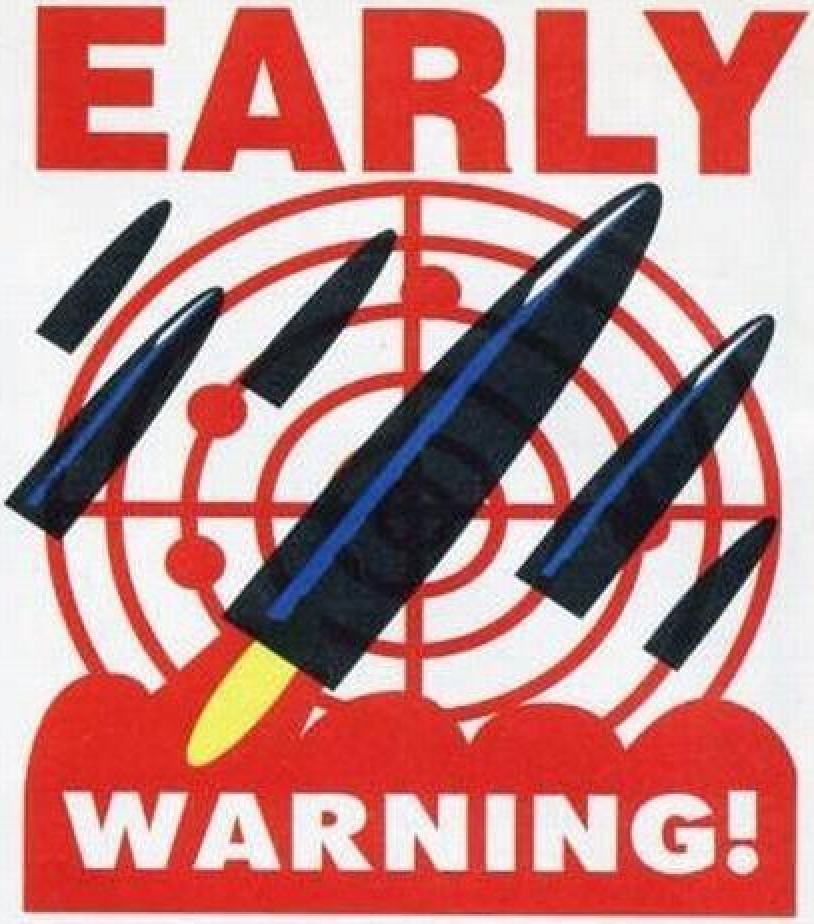




REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

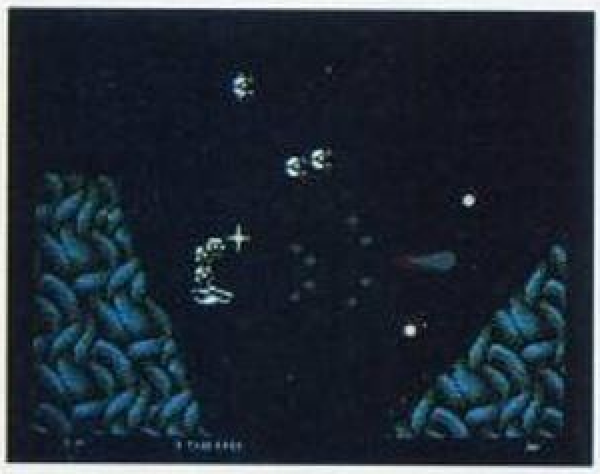
All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. E&OE

The Commodore Format *radar* screens have been blipping away like crazy over the last couple of weeks, as CF goes to DEFCON 1 with a loads of new games on an inward bounder! Full reviews of all these should make an appearance next issue – stay by your monitors and dosh at the ready!



ST. DRAGON

STORM



St. Dragon flies into a valley on level 1. He's pretty well tooled-up, judging by the amount of missiles around!

If you haven't already had a blast of this on the cover tape, go and do so now. OK? Right, now you'll know just exactly what we're on about!

A straight conversion from the Jaleco coin-op, *St. Dragon* is a scrolly blast 'n' last (or fly 'n' don't die) in the typical arcade mould. Piloting a mechanical dragon, you have to progress through five levels full of cybernetic creatures to reach and rescue the captive giant golden dragon – the only creature that can rid the galaxy of its cyborg conquerors. (If he's so clever, how come he got captured in the first place? – Ed.)

Fans of the coin-op will recognise the unusual defense system of the player's craft, where you have to use the dragon's armoured tail to defend the head from collisions with marauding enemy craft and their missiles. By flying in a circular pattern, you can move the tail around like a shield, but you have to be careful, since the tail gradually disappears as it gets hammered.

As you can see from the demo, there's plenty of action, loads of unusual power-ups, huge creatures to waste and some rather mega parallax scrolling – what more could you want? Well, the soundtrack is pretty funky!

This is the first release on the Storm label (um... well it will be if it comes out before *SWIV*), and has been coded by the Random Access team who you have to thank for *Silkworm* and *The Ninja Warriors*.

St. Dragon is nearing completion, so prepare yourself for a full review in *CF2*.

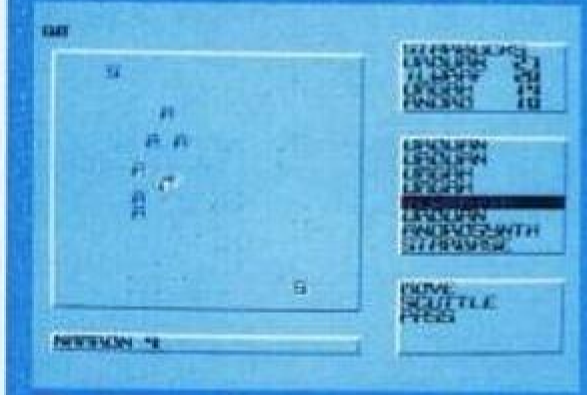
STAR CONTROL

ACCOLADE

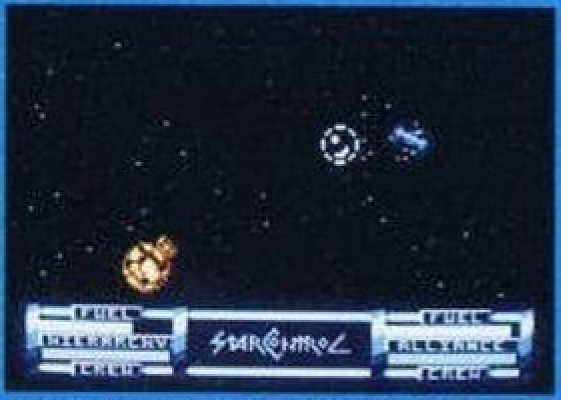
Accolade's in-house programmers are currently putting the finishing touches to the 64 version of a new original game which has been designed in the States.

Plunging you into the depths of outer space, *Star Control* is a strategic shoot 'em up which pits the forces of the Alliance of Free Stars (including good ol' mother Earth) against the evil Ur-Quan Hierarchy. This galaxy ain't big enough for the both of them!

Both factions can be controlled by separate players, and you can also have different degrees of computer control depending on how naff you are at strategy or combat – or both!



The Alliance player moves his forces to nearby star systems. The 'S' denotes his factory starbase.



When opposing craft come into close range, the screen zooms in so you don't miss any of the action

In the full strategy game, you have to direct your forces to distant stars in order to colonise and fortify them. You can then use this colony as a base to mine for ores to feed your war machine, and so on.

New ships are built at your single star-base and can be shuttled from star system to star system, allowing you to reinforce the weaker parts of your ever-expanding empire, and gain a tactical positional advantage over the opposition. Er... or something.

While you're spreading out across the galaxy, though, the enemy are busy doing the same and eventually you're gonna meet up! When this happens, you enter an arcade combat section where opposing ships are locked in combat. This is pretty much a two- player *Asteroids*-style game where you control your ship with rotate and thrust commands.

If the full strategy game is beyond you, there's Practice, where you simply get used to controlling the different craft, and Melée which is a straightforward one-on-one dogfight, where both factions slug it out until one side is no more!

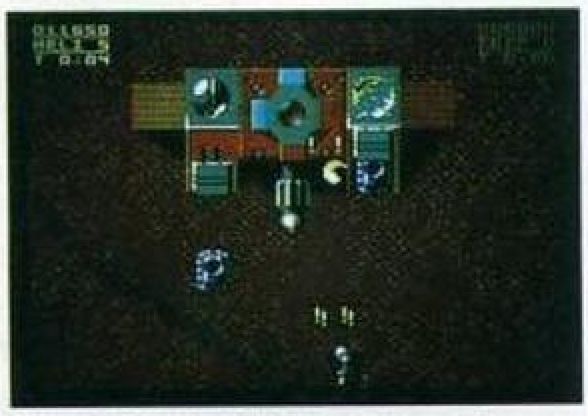
SWIV

STORM

Rumour has it that the title of Storm's new game stands for *Silkworm 4*. However, this is completely untrue.

What might have happened, possibly, is that the programmers wanted to put extra aliens and weaponry in *Silkworm*, but couldn't because coin-op conversions have to retain the look and feel of the original.

When they started work on *Silkworm 2* – which was to be a totally original game – they might have reckoned it was so far in advance of the first *Silkworm*, that they started calling it *Silkworm 4*. Probably. But they were then approached by Tecmo who said they could use the name *Silkworm* as long as they paid lots of money for it. The team thought not, and so the name *SWIV* was born instead. Which doesn't really stand for *Silkworm 4* at all.



Attacking the first end-of-level fortress in *SWIV*. Watch out the nice explosion when you destroy it!

Even though this sounds a bit unlikely, the general style of *SWIV* does bear some relation to *Silkworm* – except that you now travel up the screen, instead of from left to right. The helicopter and jeep are still included, allowing two players to have a bash at the same time. This complicates things, though, since you now have ground and air-based missiles, flying above and underneath loads of attack craft. To deal with this, the programmer, Rob Henderson, has incorporated a 32-sprite multiplexor which also prioritises air and ground-based sprites so that they can pass over or under corresponding items. Storm reckon this is something of a first for the C64!

Originally designed and coded on the 16-bit machines, the 64 game is a cut-down version tailored to the 64 and concentrating on playability rather than trying to squeeze in everything from the larger machines. To maintain the quality, *SWIV* is limited to four levels, although Storm will try to do six if they have enough time.

U.N. SQUADRON

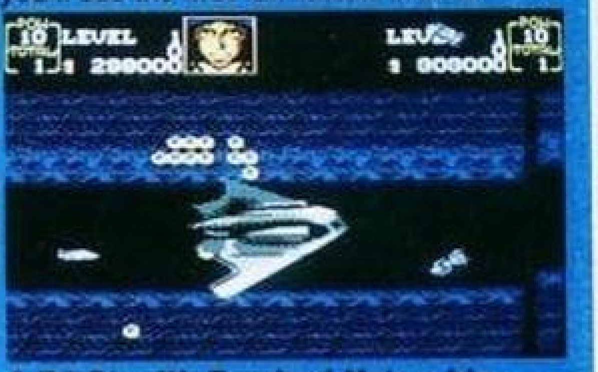
US GOLD

Continuing the line of Capcom products comes UN Squadron – a scrolling shoot 'em up with a scenario which just a *little* bit too topical: there's trouble in t' Middle east, and a United Nations peace-keeping force (isn't it funny how peace-keeping forces are always armed to the teeth?) are sent to sort things out.

t seem a ring of arms dealers are out to turn this bloody situation to their advantage and are busy developing new weapons to help perpetuate the war. Only the brave members of U.N. Squadron can bring these war mongers to heel.

This horizontally scrolling shoot 'em up borrows its main features from the Capcom coin-op original, and retains the simultaneous two player action, with a choice of three different aircraft. There's some nice parallax scrolling, mega power-ups and bolt-on weaponry, plus huge end-of-level craft to destroy!

It's looking good so far, but don't believe all you might read in other, lesser magazines. *U.N. Squadron* isn't completely finished yet (the version we had was unplayable!) – but you can be sure you'll see the first full review in CF2!



A B2 Stealth Bomber! He's a big one isn't he? Erm...

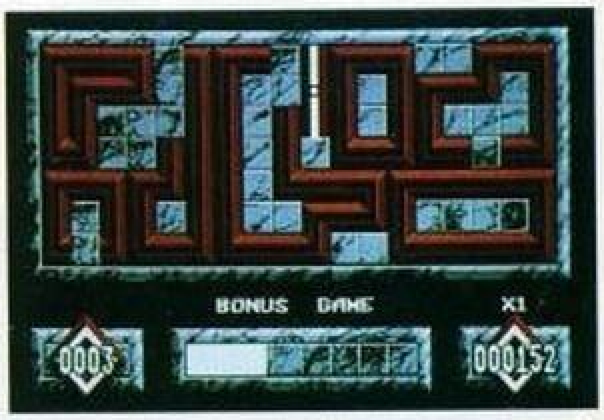
LOOPZ

AUDIOGENIC

Like puzzles? Then you'll love this! *Loopz* is a clever little game, where you have to place sections of loop on grid, to make – er... loops (pretty sensible, really).

There are lots of different sections like straights, corners and bends of different lengths which appear at random. These can be rotated and must quickly placed in order to (hopefully) form a continuous loop. Once a loop has been made, it disappears, giving you a little more room for the next one.

Of course, un-looped pieces just sit there and get in the way. As you continue failing to make loops, so the screen gradually fills up.



Here's a piccy from the Amiga *Loopz*. The C64 one won't be quite as pretty, but the gameplay should all be there!

Consequently it becomes more and more difficult to complete a loop and it's vicious circle time.

Loopz plays a little like a cross between the old Activision classic *Zenji* and Empire's *Pipe Mania*. Anyway, we've given the Amiga version a good bashing, and jolly good it is too. The 64 version should be in any day now, so we'll fill you in next issue.

IRON MAN

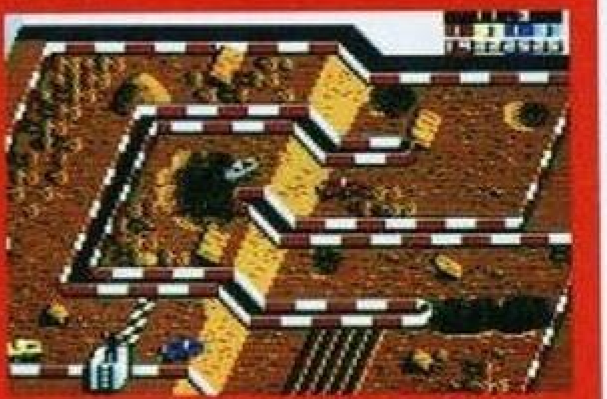
VIRGIN

The name Ivan Stewart will probably raise nothing but blank looks and shrugged shoulders amongst non-trucky types. However, anyone of the knobbly-tyred persuasion will instantly recognise 'Iron Man' Stewart – one of the most successful proponents of off-road racing in the entire Universe (well, except for G'lan 'Pin-Pin' G'lar of Neemo 7 who is actually an intelligent off-road racing truck).

***Ivan 'Iron Man' Stewart's Super Off-Road Racer*, to give it it's full title, was a little known coin-op from the little-known Leland Corporation. Virgin obviously knew about it, though, and persuaded the Graftgold team to produce a version for the lovable old 64.**

The game (as you may have noticed from our demo) is a *Super Sprint*-style racer, where up to three people can bounce around dirt tracks in order to make off with trophies and things.

As you trundle around the course, you have to contend with dips, bumps, puddles, jumps and the rotten opposition who do their best to nudge you off the track. There are bonus tokens to collect so that you can upgrade your vee-hickle in the shop, and you have nitro injection to help burn a bit more rubber!



Look familiar? It should do – there's a stonking demo on your tape! Why not find two chums and have a go!

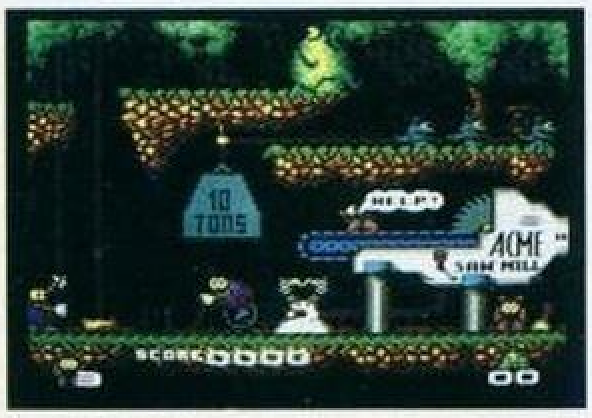
CREATURES

THALAMUS

After *Cyberdyne Warrior* and *Retrograde*, the Rowlands brothers, John and Steve – aka Apex Computer Productions – were sick and tired of spaceships, missiles and exploding planets. For their next C64 outing, they decided to go 'cute': the exploits of cuddly creatures offered more freedom for their ideas than rip-roaring outer space battles.

Clyde Radcliffe Exterminates All The Unfriendly, Repulsive, Earth-ridden Slime – or CREATURES – describes the heroic antics of the eponymous Clyde, who sets out to rescue his fellow fuzzy-wuzzies from the evil demons who have captured them.

Cuddly Clyde horizontally scrolls his way across his island home in an attempt to track down the lost chums, and meets with all manner of resistance – not least of which are the inevitable large, end-of-level demons.



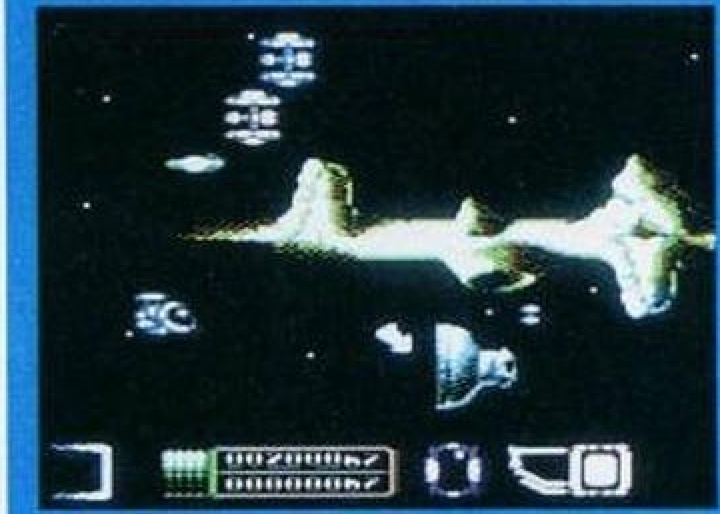
A *CREATURES* torture room. If help doesn't arrive soon, that Fuzzy-Wuzzy is *really* gonna be cut up! (Groan.)

The captive fuzzy-wuzzies are held in torture rooms – an idea Apex have been unable to use in previous games – where Clyde's pals are held in some devious pain-inducing device, until Indiana Radcliffe liberates them.

The near-to-complete game promises three levels, each of which is 50 screens long. There are 15 pieces of music, 10 character sets, 30-40 sound effects, and a 1,100 sprites. Needless to say, its a multiload!

ORCUS

ELECTRONIC ZOO



If you fly towards the pipe, your ship gets sucked into the shop for a swift power-up!

C64 owners haven't had much to thank Electronic Zoo for recently, but all this could change with the impending release of *Orcus*, a sideways scrolling blaster.

As you fight through wave after wave of enemy ships, you get to collect coins which come spinning out of wasted craft. Run into them, and they'll go straight into your piggy bank.

At points throughout the level, you can enter shops where all manner of extra weapons can be bought. At last count there were 29 wonderfully evil systems to tempt the wealthy shopper!

Back outside, you'll find some amazingly large end-of-level leviathans to vapourise, and while all this mayhem is going on, there's a smart smart soundtrack too!

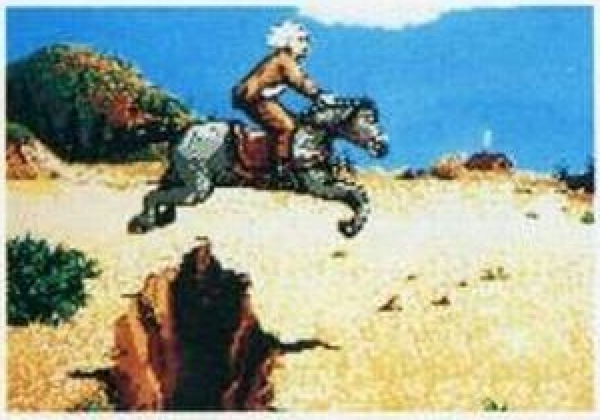
BACK TO THE FUTURE PART III

MIRRORSOFT

Well, no sooner have we finished with *BTTF2* (reviewed on page 90) but *BTTF3* comes along!

The movie was pretty damn good, and probably offered a little more scope for gameplay than did the second.

Probe (what, again!?) are coding this for Mirrorsoft. The Amiga shot here is just a taster of the first level. And that's all you're getting.



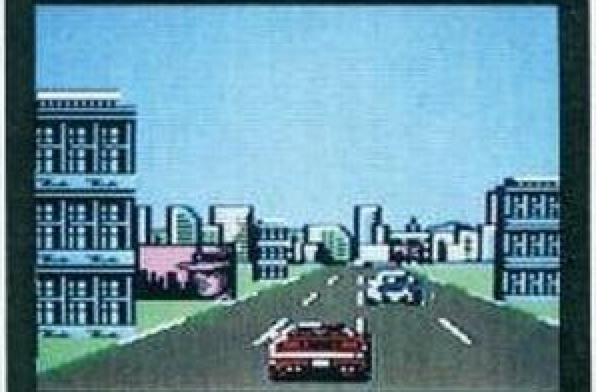
This Amiga shot from *BTTF3*, should give you an idea of what to expect when Marty and the Doc hit your 64!

SPECIAL CRIMINAL INVESTIGATION

OCEAN

***Chase H.Q.* meets *Road Blasters* in this latest screech 'n' shoot 'em up from Ocean. 'Load and Fast' was one enthusiastic response to the arcade machine, and so the 64 version has a lot to live up to.**

Probe Software are on the case, programming-wise and with their experience of the *Out Run* games, they shouldn't have too much of a problem with Taito's coin-guzzler.



***Chase HQ 2* (aka *SCI!*). Probe's road routines from *Turbo Out Run* have been made even faster!**

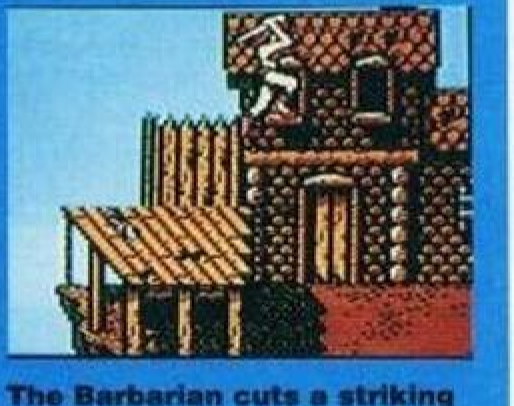
GOLDEN AXE

VIRGIN

One of the more convertible of Sega's coin ops is the classic *Golden Axe* – slice 'n' dice action which makes *Barbarian* look like a walk in the woods!

The task of converting this beast to eight bits and 16 colours is Probe Software (yet again!), in the shape of Mark Kelly and Steve Crow.

The 64 version is amazingly faithful to the coin-op, with some gorgeous hi-res graphics at the beginning, a choice of three characters, all the levels (multiload), mountable dragons and the mighty magic smart bombs! The only limitation is the lack of a two-player mode, which shouldn't really cause too much grief to addicts of the coin-op!



The Barbarian cuts a striking pose while flying through the air. Good job there's no-one

OH NO! It's the last page of COMMODORE FORMAT 1, October 1990

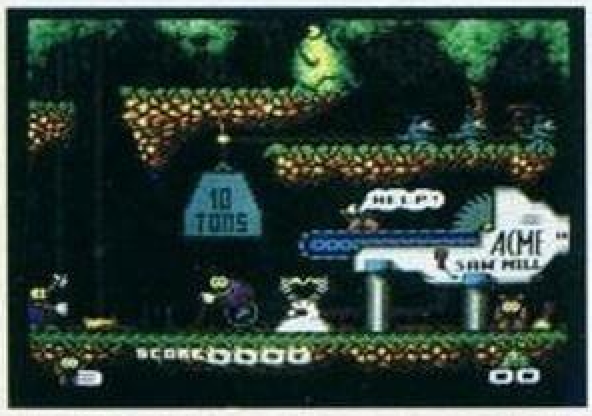
CREATURES

THALAMUS

After *Cyberdyne Warrior* and *Retrograde*, the Rowlands brothers, John and Steve – aka Apex Computer Productions – were sick and tired of spaceships, missiles and exploding planets. For their next C64 outing, they decided to go 'cute': the exploits of cuddly creatures offered more freedom for their ideas than rip-roaring outer space battles.

Clyde Radcliffe Exterminates All The Unfriendly, Repulsive, Earth-ridden Slime – or CREATURES – describes the heroic antics of the eponymous Clyde, who sets out to rescue his fellow fuzzy-wuzzies from the evil demons who have captured them.

Cuddly Clyde horizontally scrolls his way across his island home in an attempt to track down the lost chums, and meets with all manner of resistance – not least of which are the inevitable large, end-of-level demons.



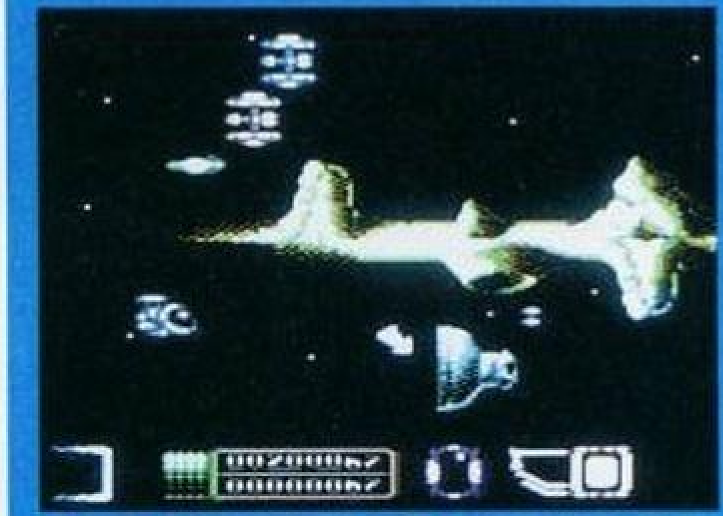
A *CREATURES* torture room. If help doesn't arrive soon, that Fuzzy-Wuzzy is *really* gonna be cut up! (Groan.)

The captive fuzzy-wuzzies are held in torture rooms – an idea Apex have been unable to use in previous games – where Clyde's pals are held in some devious pain-inducing device, until Indiana Radcliffe liberates them.

The near-to-complete game promises three levels, each of which is 50 screens long. There are 15 pieces of music, 10 character sets, 30-40 sound effects, and a 1,100 sprites. Needless to say, its a multiload!

ORCUS

ELECTRONIC ZOO



If you fly towards the pipe, your ship gets sucked into the shop for a swift power-up!

C64 owners haven't had much to thank Electronic Zoo for recently, but all this could change with the impending release of *Orcus*, a sideways scrolling blaster.

As you fight through wave after wave of enemy ships, you get to collect coins which come spinning out of wasted craft. Run into them, and they'll go straight into your piggy bank.

At points throughout the level, you can enter shops where all manner of extra weapons can be bought. At last count there were 29 wonderfully evil systems to tempt the wealthy shopper!

Back outside, you'll find some amazingly large end-of-level leviathans to vapourise, and while all this mayhem is going on, there's a smart smart soundtrack too!

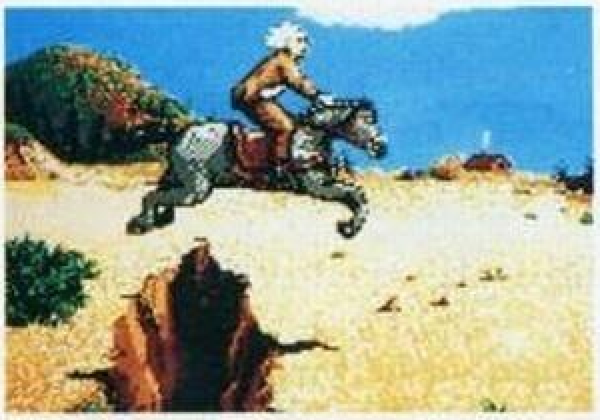
BACK TO THE FUTURE PART III

MIRRORSOFT

Well, no sooner have we finished with *BTTF2* (reviewed on page 90) but *BTTF3* comes along!

The movie was pretty damn good, and probably offered a little more scope for gameplay than did the second.

Probe (what, again!?) are coding this for Mirrorsoft. The Amiga shot here is just a taster of the first level. And that's all you're getting.



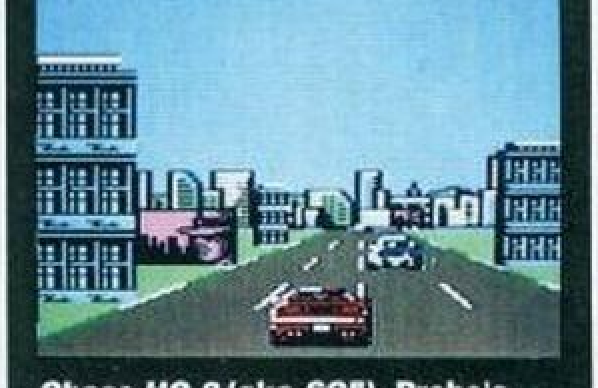
This Amiga shot from *BTTF3*, should give you an idea of what to expect when Marty and the Doc hit your 64!

SPECIAL CRIMINAL INVESTIGATION

OCEAN

***Chase H.Q.* meets *Road Blasters* in this latest screech 'n' shoot 'em up from Ocean. 'Load and Fast' was one enthusiastic response to the arcade machine, and so the 64 version has a lot to live up to.**

Probe Software are on the case, programming-wise and with their experience of the *Out Run* games, they shouldn't have too much of a problem with Taito's coin-guzzler.



***Chase HQ 2* (aka *SCI!*). Probe's road routines from *Turbo Out Run* have been made even faster!**

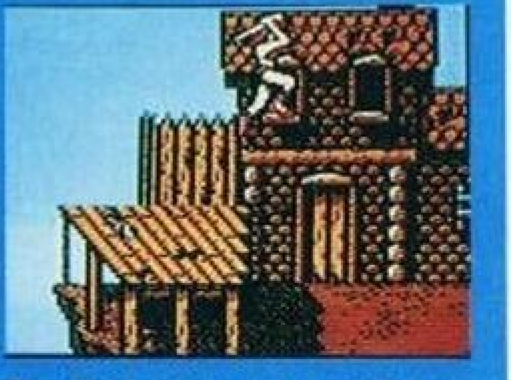
GOLDEN AXE

VIRGIN

One of the more convertible of Sega's coin ops is the classic *Golden Axe* – slice 'n' dice action which makes *Barbarian* look like a walk in the woods!

The task of converting this beast to eight bits and 16 colours is Probe Software (yet again!), in the shape of Mark Kelly and Steve Crow.

The 64 version is amazingly faithful to the coin-op, with some gorgeous hi-res graphics at the beginning, a choice of three characters, all the levels (multiload), mountable dragons and the mighty magic smart bombs! The only limitation is the lack of a two-player mode, which shouldn't really cause too much grief to addicts of the coin-op!



The Barbarian cuts a striking pose while flying through the air. Good job there's no-one

OH NO! It's the last page of COMMODORE FORMAT 1, October 1990

TIME
MACHINE

CONSUMER SUPPORT TEL: (0734) 310003

ORDER: INTERMEDIATES LTD PO BOX 847 HARLOW CM

TEL: (0279) 600197

ACTUAL AMIGA SCREENSHOTS